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EXPLOSIVE NEW LOOK ISSUE

SEGA pro

DECEMBER 1992
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ISSUE 14



UNIVERSAL SOLDIER

Seven beefy levels of blood and guts in the combat zone

MEGA DRIVE

- Oh, no! Lemming madness erupts!
- Play mean and dirty in Death Duel
- Busby The Bobcat – previewed!

MASTER SYSTEM

- Funtastic capers with Tom & Jerry
- Catch SCI – speed-rated inside!
- Ninja Gaiden – the last levels beaten

GAME GEAR

- Chuck Rock – is he the best ever?
- Yorkies ahoy, it's Super Off Road
- Total carnage on Smash TV



WONDER DOG

No bones about it, the K-9 from outer space leads the Mega-CD revolution Sega's UK Mega-CD plans exposed inside!

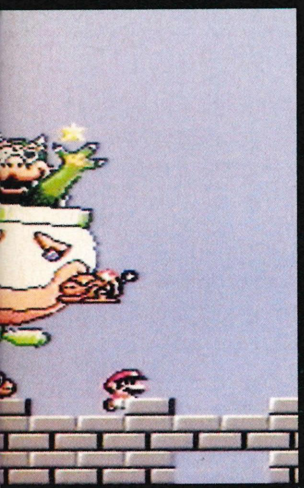
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MORE SEGA REVIEWS AND HOTTER NEWS THAN ANY OTHER MAGAZINE!


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KO
POWER
COURSE AMERICA
STAGE 2
SPEED 156KM
SCORE 2000
TIME 2:11
RINGS 4
SONIC
× 3









ZONE

TO LOSE

Will you be torn to shreds by Vega?

Will you be bombarded out of existence by Bowser, King of the Koopas?

Will you be blown to smithereens by your friendly neighbourhood Terminator?

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SEGA pro

DECEMBER 1992

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PHONE: (0202) 299900
FAX: (0202) 299955

MANAGING EDITOR
Dominic "oh, no!" Handy

EDITOR
Pat "aaaah" Kelly

STAFF WRITERS
Dino "chatty" Boni
Sam "5 minute" Hickman

DESIGNER
Dave "lecturer" Perry

ASSISTANT DESIGNER
Kim "I'm off!" Andrews

CONTRIBUTORS
Wayne from Datel

ADVERTISING & SALES
Andrew "tiny" Smales *(Sales Manager)*
Diana "aunty" Monteiro
Alan "chromazone" Watton
Chris "it's a deal" Cain

PRODUCTION MANAGER
Di "party on?" Tavener

PUBLISHER
Richard "it's a book!" Monteiro

SUBS/MAIL ORDER
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DINGBATS MESSAGE
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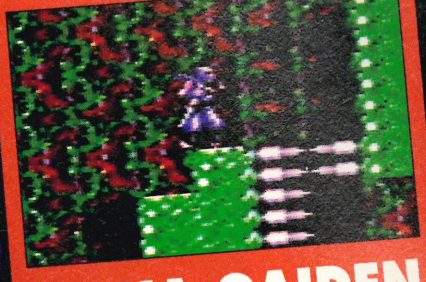
Exit: Dave's deadly comet is going to destroy the world tomorrow. How do you spend your last 24 hours?

Final word: blast!

Golden CART AWARD

MEGA SURVEY

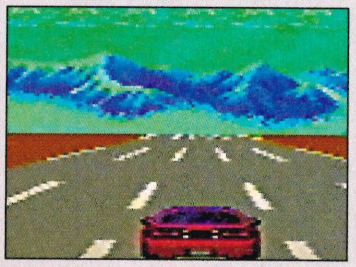
You've checked us out and now we want to find out more about you. There's also the Golden Cart Awards and over £1600 of prizes to be won. Turn to page 52 now.



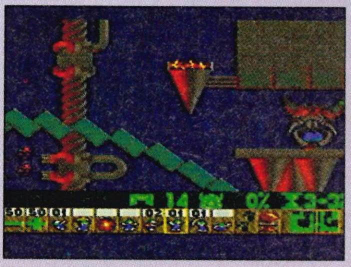
NINJA GAIDEN

The last levels beaten and mapped. It took us a while, because this is one tough cookie that wouldn't crumble easily. See it now on 84.

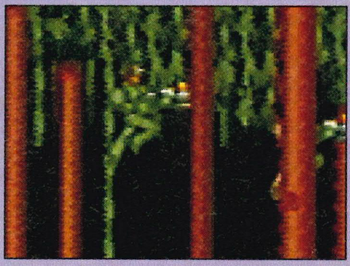




Pedal to the metal, guys. It's a cop out!



The furry creatures on the MD at last!



It's Turrican 2, but the Unisols are in!.



MEGA-CD HEAVEN!

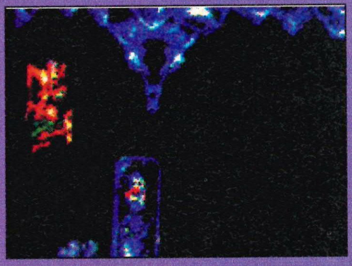
What exactly will you get for your money when the Mega-CD eventually hits the streets? When will that be and which games will be released for it? Your Mega-CD guide starts on page 26



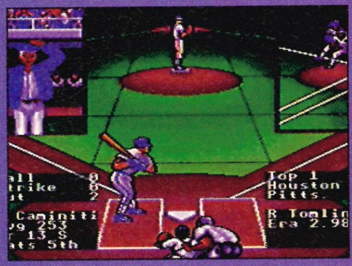
REVIEW INDEX



TOM & JERRY........38
Superb animation in this MS teaser!



CHUCK ROCK..........60
Nice game that looks good on the GG.



RBI 4.........................62
Well, I'll be bowled. MD Baseball!



WONDER DOG 64
Leading the Mega-CD revolution?



SUPER SMASH T.V.
THE ARCADE GAME OF THE YEAR!
ARCH RIVALS
THE ARCADE GAME
A REAL BASKET BRAWL!
T2
THE ARCADE GAME
ARENA
SEGA Master System
ALIEN 3
SPIDER-MAN
FLYING EDGE
SEGA GAME GEAR
PREDATOR 2
FERRARI
GRAND PRIX CHALLENGE
HEAD-TO-HEAD 2-PLAYER RACING ACTION!
FOREMAN'S
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BOXING
THE SIMPSONS BART VS. THE SPACE MUTANTS


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With an awesome collection of star dudes on Master System, Game Gear and Sega Mega Drive, we give you the most radical names and mind-blowing games, whatever your Sega console.
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FEATURING THE SIMPSONS!
FERRARI GRAND PRIX CHALLENGE
HEAD-TO-HEAD 2-PLAYER
ARCH RIVALS THE ARCADE GAME
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16-BIT
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SEGA GAME GEAR
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FLYING EDGE
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SEGAPRO DEUTSCHLAND!



Germany was rocked by the launch of SegaPro, as the very first totally German edition of the UK's favourite Sega read went on sale in October. SegaPro Germany, will feature the same reviews and news that graces the pages of the UK edition.

Soon after articles and reviews are written for SegaPro UK, the translators move in and convert the text into German lingo! The readers in Germany are not being conned one little iota, as a team of editorial staff in Germany answer all German correspondence, such as ProTest, ProArt, ProCharts, competitions (they have their own) and even write their own reviews and local news stories!

So, if you have any German penpals, friends or relatives, you have something else in common too - won't you?

KLAXED



Last month, we unveiled the Klax coin-op compo winner as Matthew Forster of Newport Pagnell. SegaPro and Alison Goddard of Domark visited Matthew and left him 1 coin-op better off. Matthew told us that he had won another compo recently, but from another mag. Lucky git!

Well, Newport Pagnell has gained another arcade booth as Matthew has placed the Klax coin-op in his garage - well, would you put it in your bedroom? Pictured here, Matthew is being officially presented with the coin-op by Alison from Domark.

Matthew's mum was pleased to hear that the machine was freeplay - and neither Domark or SegaPro would be knocking on their door once a month to empty the machine!

P.S. Thanks for the coffee, mum.

TERMINATOR COMPO WINNERS

I WANNA BE A JACKET POTATO

Right you lot! If you've been wondering where the results are to our Virgin/Terminator compo in SegaPro#12, stop worrying 'cos here they are! Not ones to be stingy, Virgin offered five cool Terminator jackets and ten T-shirts as prizes to our most excellent competition! Those brilliant prizes should be winging their way to the lucky winners right now! So, time to check and see if you've won anything, the winners of those totally stylish Terminator jackets are:

Charles Carver, D. Colville, Stuart Marr, Robert Oswald, Mark Harvey.

T-shirt winners:

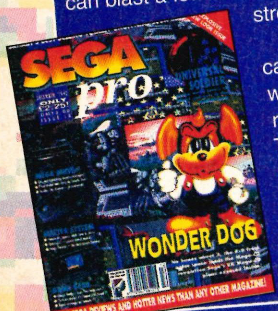
Sam Goodman, Kevin Worlock,Robert Summers, Stuart Dryden, Duncan Sinclair, Neil Offiler, Michael Counter, George Mudie, Steven Key, Darren Smith.

If you haven't received your prizes by the time SegaPro#15 is out then give Diana Monteiro a ring on (0202) 299900.

RECESSION, WHAT RECESSION?

It's a thought that while Britain's is going to the dogs, the whole games industry is having the time of its life. It can't seem to do anything wrong, with multi-billion dollar deals and sales of consoles and carts going through the roof!

One of the few industries that hasn't been affected by the recession is the console games industry. It's surprising, especially as games are so expensive. Why can so many of us afford £40 per month for carts, while many others can't! And, why are so many of us prepared to stop buying new clothes, cars, coal (!), food (!) and other luxuries so that we can blast a few aliens and be the most up-to-date pro on the streets?



For instance, 40,000 Streetfighter 2 carts on the SNES, costing £65 each, were snapped up within a week of its release! That's £2.5million in 1 week! That's only 1 example of 1 game. Who won't be putting Sonic 2 on the Christmas list? It's bound to sell even more than Streetfighter 2, so get your orders in early, Santa is sure to run out of them.

This month, we have the 1992 survey and the prestigious Golden Cart awards. Both are there for you to have your say, but help us enormously in deciding what to put in the magazine. You'd be surprised how much we use the survey information and how much it sways our decision-making process. It's shocking, especially when you consider that, habitually, only 1 in 20 readers complete and return any survey. Once we dissect the survey and compile the results, things are bound to change - you can contribute to that, but only if you are part of the survey. Well, you can't say that we didn't warn you.

If you read German (or are studying it), you could plug into the monthly SegaPro Germany, which went on sale (in Germany) only weeks ago. Closer to home, The Complete A-Z of Sega Games hits the streets in all UK newsagents in November 19th. It's a bit pricey at £3.95, but contains reviews and ratings of every game available. As it is an annual, you could buy it as a Christmas present for a friend.

FIND OUT WHAT THE PROS GET UP TO ON THEIR WEEKENDS

Pat Kelly



Relaxing in front of the TV with a Mega Drive is Pat's idea of a perfect weekend. However, lately his Mega Drive has been repossessed and he's been visiting the Tower Park leisure complex in Poole. Apart from recent visits to Patriot Games, HouseSitter and Beauty and the Beast (softy) at the flicks, he's been pushing the young kids of the slides in Splashdown's water tubes.

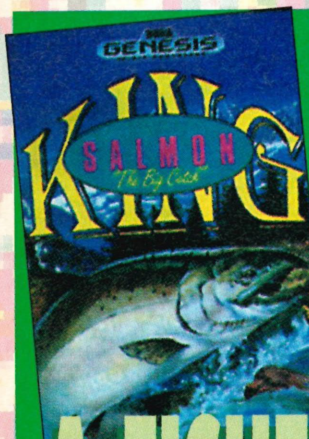


SEGA UK 59 NINTENDO UK 39

Conclusive evidence that Sega hold a larger share of the UK console market was disclosed when ELSPA published the results of the most comprehensive survey to date. The cost of the survey, some £80,000, was met by ELSPA to the tune of £20,000 and a DTI grant for £60,000.
This figure may sound hefty, but the full report estimated that £566million would be spent in the UK by the end of the year, rising to £1287million by 1995. Now that's big!
Although Sega are winning the ever-controversial battle at home, they are not fairing to well overall in Europe. The full table is:

	SEGA (%)	NINTENDO (%)
GERMANY	30	50
FRANCE	30	63
UK	59	39
ITALY	50	43
TOTAL	43%	49%

If the UK figures are accurate, there are a lot of Nintendo owners not using their machines. At the same time as the report was publicised, Gallup published its own monthly market share figures, in which it claimed Sega software sales were outselling Nintendo by over 2 to 1.



A FISHERMAN'S TALE

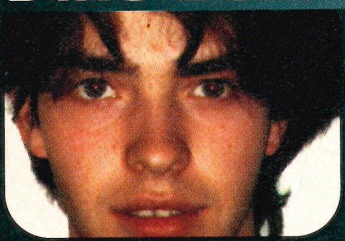
No need to spend long dreary nights at the side of a river bank, in that most exhilarating of sports, fishing. King Salmon, the realistic angling simulation, will turn many keen anglers into armchair competitors. The need to be crafty, cunning and patient is never more apparent, because the salmon are "the hardest catch of all".
Fish in the rivers of North America, but what bait will you use? What strength and weight of line is best? Tune in to a Mega Drive near you soon and compete in such classics as "Catch of the Day", "Come Angling" and "Hooker".



FILL YOUR STOCKING

November 19th is set to be a landmark in Sega gaming history as the makers of SegaPro launch the Christmas annual, The Complete A-Z of Sega Games. It's the ultimate Sega guide with reviews and ratings of every game that's made its way onto the Mega Drive, Mega CD, Master System and Game Gear. Over 150 full reviews have been taken from SegaPro and more have been specially compiled.
Available at all good newsagents, Volume1 costs £3.95 and is a perfect Christmas stocking-filler.

Dino Boni



Surfing is what tickles Dino's fancy during summer, but as it's winter, a night at the casino and the rest of the weekend in the offices finishing off the Top 100 book and other hard and nasty jobs we've given him, have occupied his last few Saturdays and Sundays. We can't work out why he's been so crabby recently. Talking of crabs...

Sam Hickman



Crabs! That's what our young Sam likes catching at weekends and she openly admits her strange fetish. Yep, hanging around the Bournemouth pier with some of her ex-college mates, she fishes (quite happily, may we add) for the nippiest of seaside attractions. Sam hasn't caught any crabs recently, but what will she do once she does?

Dave Perry



Come the weekend, every weekend, Dave jumps in his car and drives all the way back to his home town of Torquay. We wouldn't mind, but he forgets to come back to the office on Mondays!
Anyway, Dave hopes to be in permanent accommodation nearer the office next month, so long weekends may be a distant relative for him.

Kym Andrews



Kim keeps her private weekend life a mystery from every one else at the office - who can blame her, smart gal. Anyway, one things for sure, Kim gets a fair distance away from the office. If it was summer, we'd probably hear of Kim lounging on the beach at weekends, but it isn't and we haven't. More updates to follow.

pro CHARTS

They're back and this month we have to thank TV Games, Console Concepts, Skytek Software, Video Games Centre, House of Fun and AMS Electronic Games.

MEGA DRIVE

1 (1)	**Alien 3**	87%
2 (NE)	**NHLPA Hockey 93**	92%
3 (NE)	**Corporation**	NIL
4 (NE)	**Greendog**	82%
5 (NE)	**Lemmings**	92%
6 (NE)	**Galahad**	75%
7 (NE)	**Predator 2**	80%
8 (3)	**Euro Club Soccer**	82%
9 (NE)	**Side Pocket**	64%
10 (4)	**Taz Mania**	93%

MASTER SYSTEM

1 (2)	**Arcade Smash Hits**	82%
2 (1)	**Asterix**	90%
3 (NE)	**Tom and Jerry**	75%
4 (7)	**Super Monaco GP 2**	21%
5 (9)	**Wonderboy III**	97%
6 (4)	**Castle of Illusion**	93%
7 (5)	**Sonic The Hedgehog**	96%
8 (8)	**Wimbledon Tennis**	88%
9 (3)	**Super Kick Off**	93%
10(6)	**Bubble Bobble**	NR

GAME GEAR

1 (NE)	**Chuck Rock**	90%
2 (1)	**Spiderman**	92%
3 (NE)	**Marble Madness**	NR
4 (NE)	**Smash TV**	58%
5 (7)	**Super Monaco GP**	NR
6 (NE)	**Popils**	78%
7 (10)	**Ninja**	NR
8 (2)	**Sonic The Hedgehog**	96%
9 (8)	**Out Run Europa**	74%
10 (4)	**Crystal Warriors**	79%

whispers...

Biggest news on the street is that Sega hope to have Streetfighter 2: Championship Edition should reach the MD by Easter. This is an unconfirmed whisper, but our source says it came straight from Sega. Either Sega are trying to wind Nintendo up, or, true enough, Streetfighter 2 will make its way onto MD. If it does, then it'll have to be an awesome 16 Mbit cart, using lots of real-time compression and other space-saving tricks.

Sega have signed up the rights to Battletoads - the "Turtles" of the 92-93 TV rating season, but only on MD and GG! Virgin have saved MS owners from certain frustration by signing up rights for that version. Now, why didn't Sega want the MS rights?



Konami are joining the list of would be Sega publishers. So far, Microprose and Mindscape haven't received the go ahead from Europe! Anyway, Konami are set to bring their coin-op prowess direct to Sega systems.

Another whisper is that Sega have signed a deal with GEC to incorporate leading edge image processing technology into their arcade coin-ops. It is hoped that the technology filters down to their consumer (hey, that's us!) division. The technology allows continuous imagery to be drawn from real photographic sources. This could mean TV-style games where the scenery and characters look real.



5 SUPERVISIONS TO BE WON!!!

Quickshot, better known for their joystick and peripheral range, have gained the UK rights to sell the Gameboy-style Supervision. The beauty of this handheld is that it only costs £39.99 with a game, earphones and batteries. It has a tilting screen, a 2-player link and contrast and volume controls.

There are currently 18 games available, with more to come, all selling from between £10 to £15. The current list of games is: BlockBuster, P52 Seabattle, Carrier, Alien, Pacboy & Mouse, HeroKid, Linear Racing, SSSnake, Challenger Tank, Tennis Pro '92, Police Bust, Space Fighter, Honey Bee, Grand Prix, Superblock, Brain Power, Eagle/Hash, and Olympic Trials.

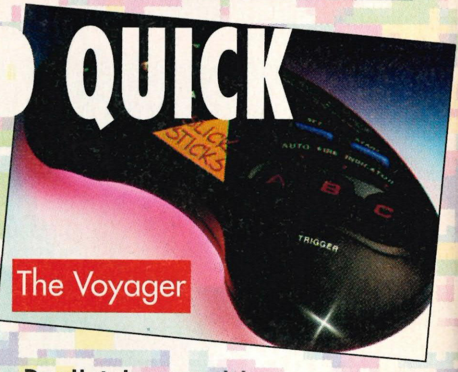
We have 5 Supervisions to give away, with the first prize winner receiving an extra 5 games. All you have to do is answer the question and complete the tie-break:

Q) Name 1 Sega peripheral that Quickshot produce?

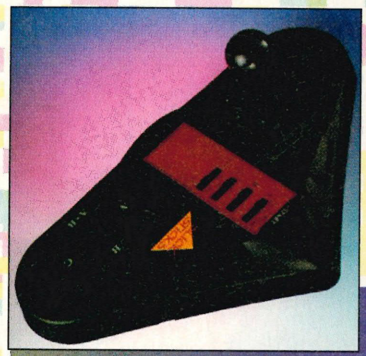
Tie-break:
If I had super vision I'd ...

Answers on a postcard to:
I've Got Super Vision, SegaPro, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. Usual rules apply and the closing date is December 15th, 1992.

SLICK AND QUICK


The Voyager

Two new high-quality, but budget-price controllers are now available for the Mega Drive. The first Slick Stick is named the Voyager and priced at a mean £14.99 with slow motion/ turbo controls and turbo indicators. The Dualist is a multi-function joystick with auto fire, turbo fire, 3", 8-way control stick and an A+B button, which simulates both A and B button press. Another feature of the Dualist is its 8 foot chord and non-slip base. It is neatly priced at £29.99. Your local store should be stocking the Slick Sticks any day now!



MEGA CD BIT

Hello and welcome to the column from the Mega CD User Group. The column has been started to provide a forum and news point in SegaPro.

So, on to this month's news. Final Fight is looking really special, with all the sprites and action of the arcade coin-op original. Capcom promise all the same action and even more levels, with the sound playing straight from the disc! It should be ready around Yuletide in Japan, but could be ready for release in all zones at the same time.

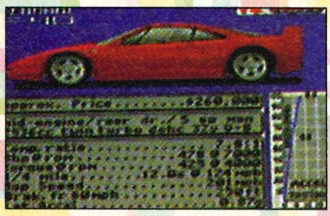
The other news that will fill your trousers faster than 3 bowls of all-bran is that Streetfighter, will, in one some form, almost definitely find its way to Mega-CD. News is that Sega have stated a claim for the rights to Streetfighter '93 or Streetfighter 3 (the coin-op being unveiled in January).

Hopefully, whatever Sega decide to do, they will produce a better game than Streetfighter 2 on the SNES, which is slow and terribly easy. If the Mega CD version is as bad as the SNES version, no-one will be pleased.

AWESOME 4SOME

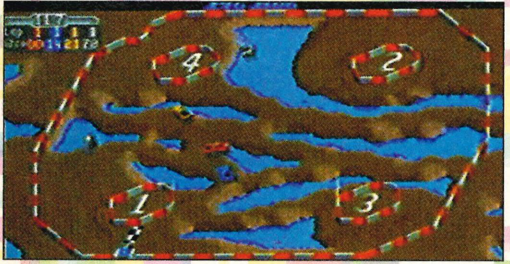
Accolade, publishers of that fine Ballistic label, have released the titles, previously put on hold after the Sega injunction. Now that they have been cleared, we feel duty bound to give updates on the original reviews. Our scoring hasn't changed, but for those who didn't catch the full reviews first time round, here are the Pros mini-reviews.

THE DUEL TEST DRIVE II
SegaPro#8 - 90%
Producer: Ballistic
Price: £34.99



Speed and realism combine to make this one of the fastest and most enjoyable driving games around! Choose your car from the best in the world and race against some of the toughest opponents! This is a really exhilarating way to spend a few hours and it beats shelling out £155,933 for the real thing!

SUPER OFF ROAD
SegaPro#8 - 88%
Producer: Ballistic
Price: £29.95



At £29.95, this is excellent value for money. Steer your monster truck around 8 different race tracks avoiding the many obstacles set out to slow you down and roll you over! This is a 1 or 2 player game and there's loads of cash for the winner of each race to buy power-ups. So, slam those gears, hold on tight and off you go!

DOUBLE DRAGON
SegaPro#7 - 72%
Producer: Ballistic
Price: £29.99



Evil mob ruler Don Aldduck has captured fair Susan and threatens to kill her, unless you can reach her in time! Sounds easy, only you have to make your way through the barrages of monsters, and other nasties to stay alive! This is an accurate conversion of the coin-op,and its great for nostalgia trips, but it's old and there's not really much challenge involved.

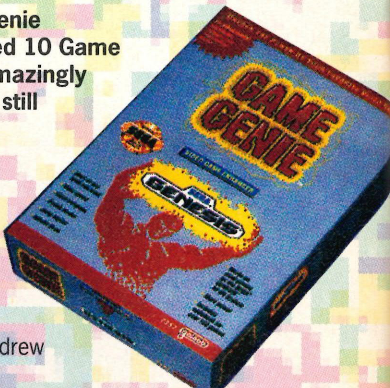
WINTER CHALLENGE
SegaPro#4 - 79%
Producer: Ballistic
Price £39.99



Well, this is one way to experience all the fun of the Alps without ever actually going there! Compete in eight toe-numbing winter sports, against up to 10 other players to achieve the star status of Olympic champion! The events are varied, ranging from bobsled to speed-skating, so there's plenty to choose from and enough challenge for everyone.

GAME GENIE COMPO WINNERS

Here we go for the results of the Game Genie competition run in SegaPro#12.We offered 10 Game Genies in return for the answers to our amazingly simple compo. For all of you sads who're still working out the answers here they are:
1) C
2) A
3) C

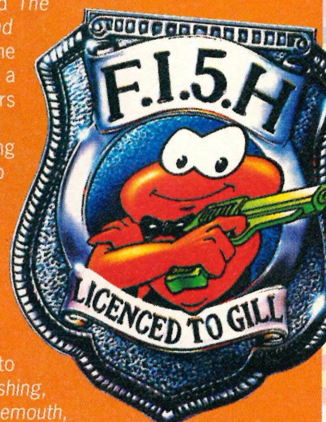


Hundreds and hundreds of game busting codes on their way to these lucky people!
Kylie Ford, Russell Delaney, Howard Doupe, Steve Griffiths,Eilir Jones,Austin Rushworth,Andrew Jagger,Mark Tomkins, A.Hill,Elaine Robinson.

JOIN THE CLUB, FISHFACE!

★ **TEN SUPER-SECRET FI5H MEMBERSHIPS**
★ **TEN JAMES POND AQUABATICS POSTERS**

If you've been away from our lovely little planet for a while, you may be wondering who this James Pond guy really is? Well, tough, I'm not going to tell you! The whole gaming world knows about FI5H's battle with JAWS in *James Pond: Underwater Agent* and Pro Yo-ing duo *James Pond II: Codename RoboCod* and *The Offishell Aquatic Games, Starring James Pond and the Aquabats*. So how come you don't? Are you some kind of foreign spy? Go on, be off with you, this is a recruitment drive for FI5H and only loyal Sega owners need apply.



Anyway, you've probably seen the FI5H recruiting ads, looking for reliable and talented agents to help fight the dark forces of JAWS. Well, we've got ten FI5H club memberships to give away to lucky winners and ten James Pond Aquabatics posters to send to the runners-up.

As usual, just answer the three easy-peasy questions positioned discretely somewhere on this page, and send your answers along with your details and IQ rating – this is for FI5H, not us! – to *Join The Club, Fishface!, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF* and let us do the rest. Entries received after 12 November will be forced to sleep with the fishes...

QUESTIONS

1. What is the name of the British Secret Service?
a) MI5
b) CIA
c) MFI

2. What do you call an agent who passes secret information to the enemy?
a) Ferret
b) Mole
c) Chinchilla

3. Which of the following is a US spy plane?
a) UB40
b) REM
c) U2

FISHING FOR ANSWERS
Pah, that lot were dead easy. I've filled out the form, worked out my IQ and trust you lot to do the rest.

1		2		3	
	A		A		A
	B		B		B
	C		C		C

NAME ....
ADDRESS ....
....
POSTCODE .... AGE ....
IQ ....

Note: Don't know your IQ? Well just put 200 for Superintelligent SegaPro reader, 100 for shoot-'em-up fan who likes the colour piccies and 10 if you're a Nintendo owner who hasn't figured out you're reading the wrong mag yet.

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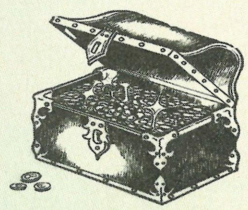
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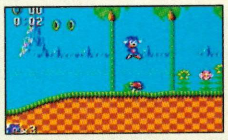
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NEWS FROM JAPAN

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JAPANESE PRO DATES?

November

1	Air Management-Gambling	MD Koei
13	Time Gal	CD Wolf Team
13	Buyo Buyo	MD Sega
20	After Burner III	CD CBI
20	Dennin Alester	CD Conpile
20	Power athlete	MD Kaneko
21	Sonic the Hedgehog 2	MD Sega
21	Sonic The Hedgehog 2	GG Sega
27	Junkers High	MD Sims
27	Bare Knuckle	GG Sega
30	Yumi Mimmics	CD Game Arts
30	Ball Jacks	MD Namco

December

4	Kaocon Quiz- King's Ambition	CD Sims
4	GG Shinobi 2	GG Sega
11	Final Fight	CD Sega
11	Super Shinobi 2	MD Sega
11	G-Loc	MD Sega
11	Kuni-chan Game Paradise 2	GG Sega
28	Shining Force Gaiden	GG Sega
18	World Of Illusion	MD Sega
25	TMNT- Return of Shredder	MD Konami

KONAMI'S TURTLE POWER



The Teenage Mutant Ninja Turtles have finally hit the Mega Drive and not before time, either! They continue their quest against the evil Shredder, in order to uphold truth, justice and the American way!

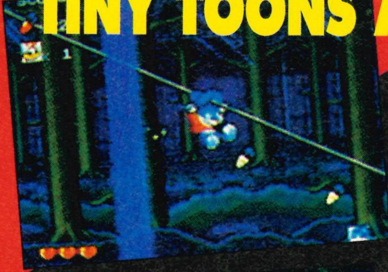
The story unfolds through various locations from New York to the enemy HQ, with 5 stages altogether, each with up to 3 locations and suitable monsters to kill at every level!

Level 1 begins in downtown New York and is very simple. The baddies are all very feeble, but, by the time you get into the sewers (stage 2), they become tougher (the Pizza Monsters are particularly horrible). Stage 3 has you facing the Big Boss, a gigantic alligator who throws knives at you, who can be defeated quite easily. Stage 4 has you chasing ghost ships using surfboards and the last stage brings you to Shredder's hideout where you will face your rival and hopefully wipe him off the face of the earth forever!

Teenage Mutant Ninja Turtles can be played in either 1 or 2 player mode and all 4 turtles work together to combat the dark forces. Each turtle has its own speciality move and personality, ranging from "bamboo cuts", and "smiling finishes" to "Vacuum cuts" and "Toe smashes." With this many heroes about, it's surprising Shredder has got any chance at all. However, he has his own gang of baddies waiting to splifficate our mutant heroes! This is your chance to rid the world of evil and restore law and order everywhere, so don't take it lightly!

Teenage Mutant Ninja Turtles is on general release now in Japan, so you should be able to get hold of it pretty soon over here - hopefully it'll be worth the wait!

TINY TOONS ADVENTURE (Provisional Title)





This game is based upon the extremely popular "Tiny Toon Adventures" animation series that runs in Japan. The hero, Blaster Bunny, collects carrots to reach his goal through 10 stages of cute characters and menacing enemies.

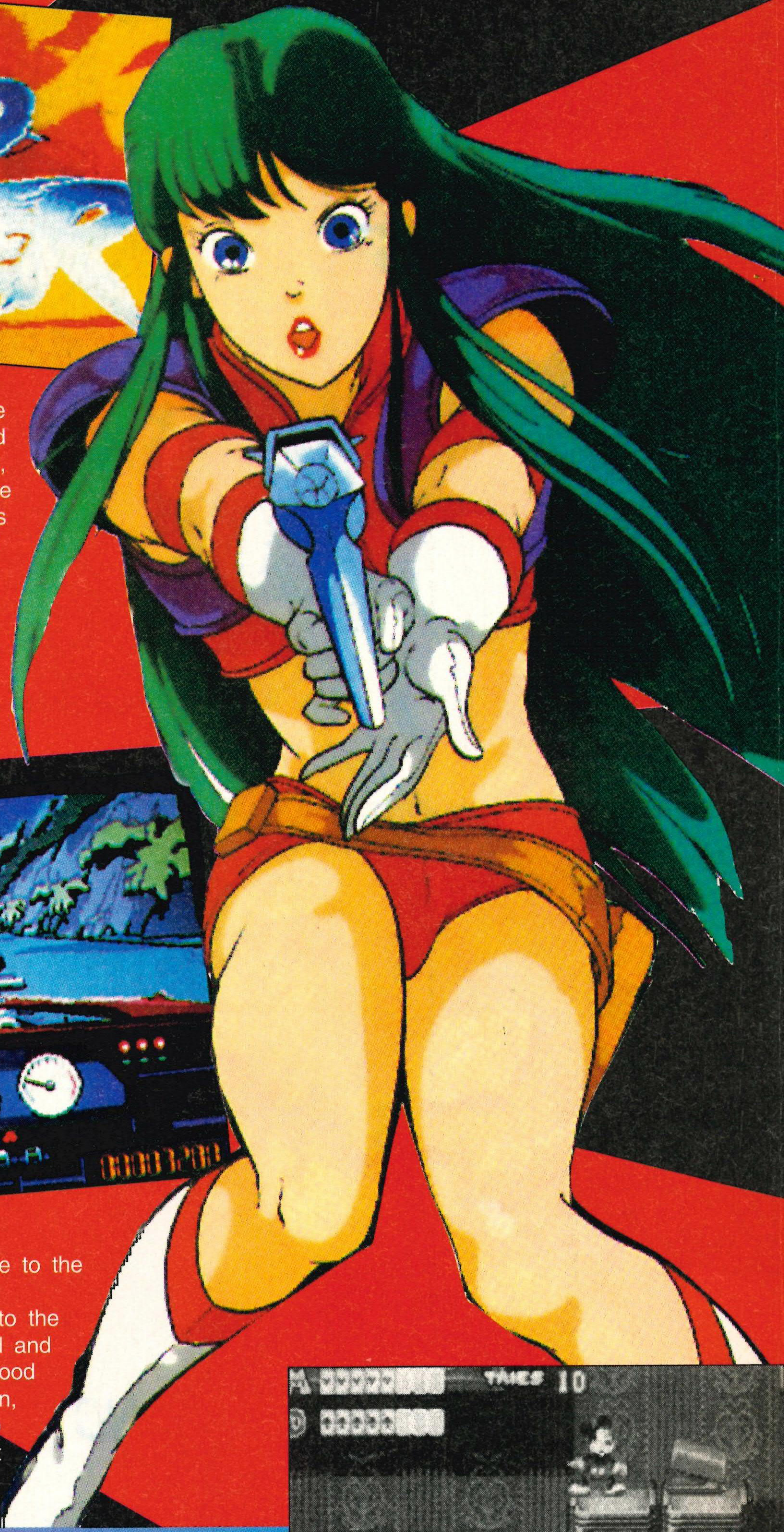
You attack enemies by jumping on them and trampling them. When Blaster starts running, he gathers up enormous speed which is necessary to clear jumps and progress throughout the game. The characters are extremely lovely and there are plenty of them, which will make it a very interesting and varied game.

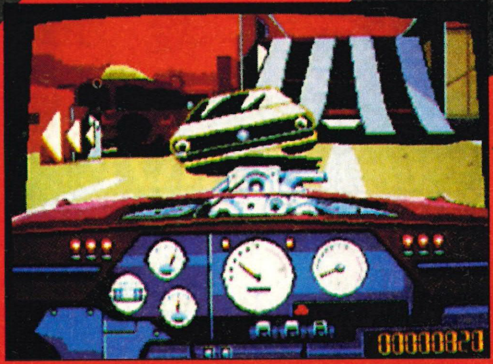


MAD MAX FINALLY ARRIVES ON MEGA CD

Roadblaster FX is due for release in Japan around mid-December and is, hopefully, set to bring us into the 2nd generation of CD-games. It's not very well known, but it's reputed to be a first class game that racing fans in particular will love! It first surfaced about 7 years ago as a laser disc arcade console and this new CD-version promises to be every bit as good!







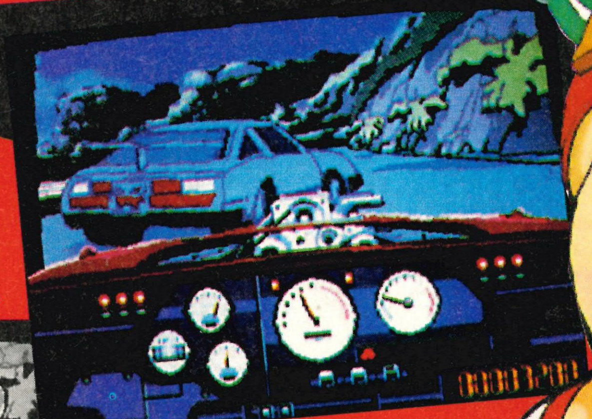
Fight scenes are very realistic and are stunning to watch.

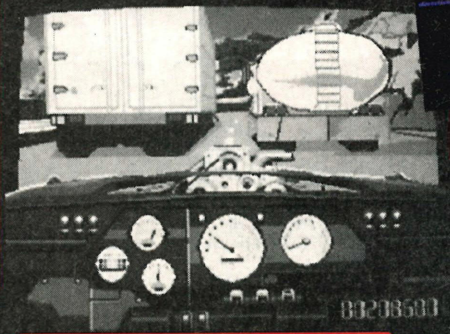
The hero, torn apart by the Hell's Angels who killed his wife in cold blood, seeks revenge for the dirty deed. So, he soups up his car and goes off in search of the villains, not content until every one is dead! Nice stuff!

There are 9 stages to the game, these being: 1) Coastline 2) Valley 3) Motorway 4) Industrial Area 5) Built up Area 6) Track through the Wood 7) Sewers 8) Open Countryside 9) Built up Area.

Don't expect it to be like any ordinary driving game; it boasts loads more variety and spectacular scenery not found in most games of its genre.

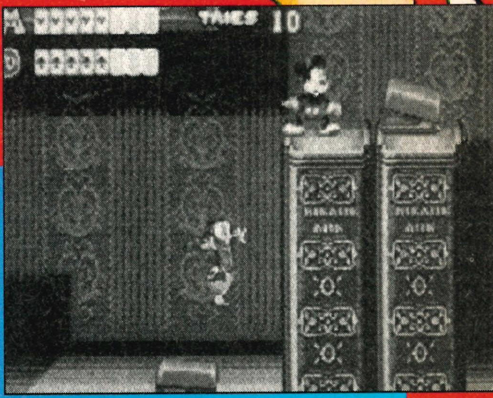
The characters are very realistic and gameplay gives the impression of watching a film: views from inside and outside the car can be seen and the view often cuts from one to the other.





Will I make it between the trailer and the lorry-a tight squeeze!

With non-stop action to the end, stereophonic sound and graphics every bit as good as the arcade version, Roadblaster FX is set to be a huge success! Don't miss it. We won't!



WORLD OF ILLUSION

Not to be outdone by the likes of Sonic 2, those loveable Disney characters Mickey and Donald are back in their own sequel. This time they're playing together, but the game can be played in either 1 or 2 player mode. It's played co-operatively, rather than competitively. The difficulty level is, yet again, set quite low (gone are the days of Fantasia!), but this does not really detract from the gameplay which is fun right through to the end!

The graphics are very sophisticated (8 Mbit) and there's lots of puzzles which can only be solved with co-operation from both characters.

World Of Illusion is due to be released worldwide on Dec 18th so you may just be able to get it before Christmas.



Mickey and Donald both have magic powers, so use them to get rid of enemies!

NEWS FROM JAPAN

入決定

JAPANESE PRO DATES?

31	Team USA	MD EA Victor
*	Kick Boxing	MD Micro World
*	Tenbu Mega-CD Special	CD Wolf Team
*	Poppen Land	CD Surreal Wave
*	Road Blaster FX	CD Wolf Team

January

14	BareKnuckle 2	MD Sega
24	Mickey Mouse Magic Crystal	GG Sega
*	Gauntlet	MD Tengen
*	Battle Front Europe	MD Koei
*	Road Riot	MD Tengen
*	Sim Earth	CD Sega
*	Steel Talons	MD Tengen
*	Laughing Salesman	CD Sega
*	Annet Again	CD Wolf Team
*	A Rank Thunder	CD Riot

* Dates to be arranged

コナ券

STREETS OF RAGE ON GEAR









This masterpiece of a fighting game makes a welcome appearance on the Game Gear, and is due to be released on November 27th. The fighting/action game was a big hit on the Mega Drive, and the version being released on the Game Gear is basically a straight translation - the graphics are almost identical and the animation superb! This is almost a perfect translation. The characters move in exactly the same way and the special tricks are exactly the same. A few scenes have been cut, but the GG version is every bit as good as the MD. The only difference may be the sound quality, but a conversion as good as this surely can't be missed!

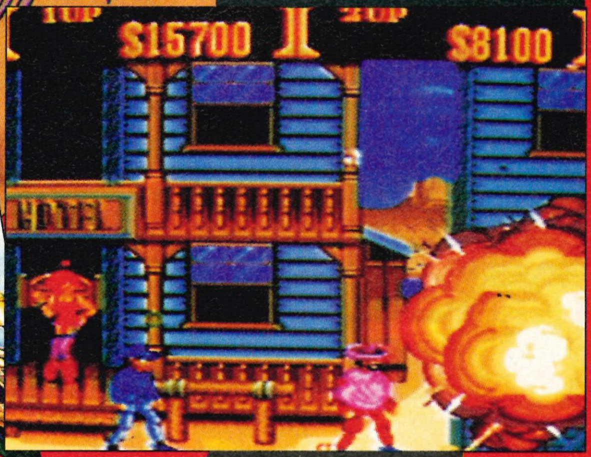


SUNSET RIDERS



This is a fast-action game with a Wild West theme. You generally go around shooting people using your gun or other more sophisticated weapons.This seems to be highly unoriginal, but the producers boast that it is, in fact, a very original game!

You battle your wits in saloon-style brawls or use your ingenuity to hide behind barrels and shoot the opposition. The game has very comical overtones which makes it addictive and fun!







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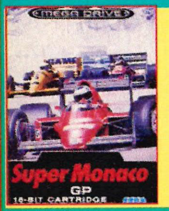
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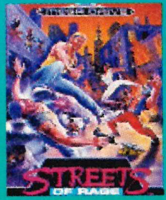
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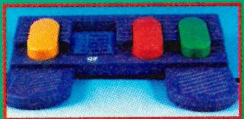

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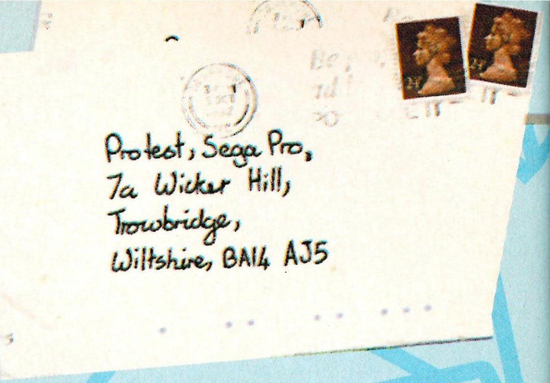
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pro test



What do you think of rental? Do you like ProGirl? What do you think about the console scene? What do you want from us and what do we want from you? Phew!
Take photos of your mates in embarrassing poses - we might print them and keep up the splendid art. Send everything to ProTest (or Proart), SegaPro, Durham House (4th/5th floors), 124 Old Christchurch Road, Bournemouth BH1 1NF. As always, the best letter and best drawing or picture wins the sender the splendid SegaPro T-shirt that all the Pros wear.



Carlo Cacozza age 11

SEGA SAGA

Dear SegaPro,
On the 21st of July 1991, I was the proud owner of a Sega Game Gear that my brother brought home from America. The next six months after that changed my life completely till, one day, the directional button took a life of its own - the left directional switch jammed.

I spent three months finding a repairer and even then he was in London. I sent the broken Game Gear away and, soon afterwards, was told the repair would cost £28.20. It took me a month to save up. Two weeks after I sent the cash away, a parcel was waiting for me on my return from school. I was so delighted to see my Game Gear that I immediately slotted in Donald Duck, but the control pad had the same fault as before! It has since been fixed by the company.

My Game Gear has travelled around 5000 miles! and even now the power input jack is knackered. If anyone is thinking of getting a Game Gear in America, they should think twice. My advice is not to bother - it isn't worth it.
PS can you accept Irish money on your ProSavers pages?
Sean McFadden, Ireland

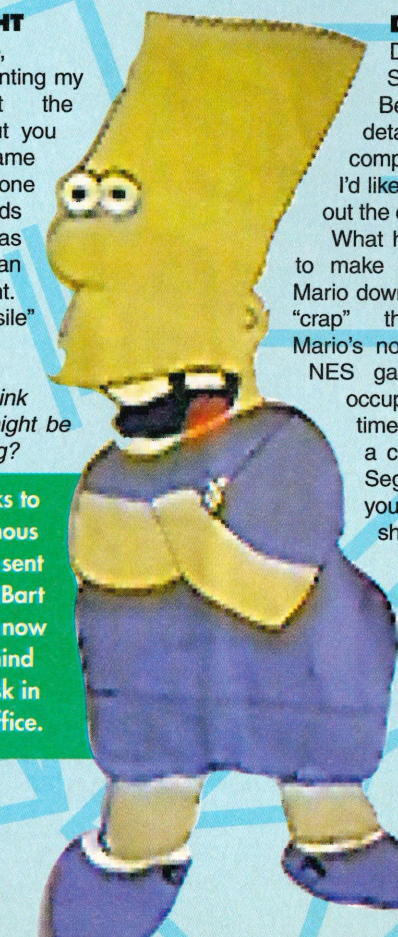
Sorry Sean, but that would cause us untold problems with how much to charge due to the wildly fluctuating currencies of both Ireland and the UK.



GET IT RIGHT

Dear SegaPro,
Thanks for printing my letter about the Gladiators, but you spelt my name wrong and none of my friends believe it was me. Please can you print it right.
James "Missile" Delli-Bovi.

Don't you think your mates might be pulling your leg?



Many thanks to the anonymous reader who sent in this giant Bart Simpson. It now hangs behind Dave's desk in the new office.

CAR BOOT SELLS GAMES!

Dear SegaPro,
At a car boot sale in my area, there is a stall which sells Sega games for £20. These games, such as Road Rash and Bare Knuckle (Streets Of Rage), had all traces of the Sega trademark removed. Even the Sega trademark logo (on the screen) had been removed. Of course, as the games looked dodgy, I did not buy them, but a friend did. The stall also rents out games for £5 per week per game if a £10 membership is payed. Is this legal? Why would they sell UK carts with Japanese writing or adjusted cases?
Stephen Pryke, Stanground.

It is indeed illegal and well dodgy. Sega are trying to stamp out illegal renting ad selling (or owning) games without trademarks could land someone in big trouble. However, many Japanese games make their way into the UK via importers months before the official versions are released.

DOWN THE TOILET

Dear "awesome" SegaPro,
Before I go into graphical detail about my minor complaint to your cool mag, I'd like to say one thing - "cut out the crap about Nintendo."

What have NES dudes done to make you show piccies of Mario down the loo and call NES "crap" throughout SegaPro? Mario's not that bad and some NES games are well great, occupying a lot of my mate's time. True, dudes, Sonic is a cool and happening for Sega, but why expose yourselves to such shame?

Nintendo mags give Sega no abuse. They are shaming you 100% and you dudes are standing back and letting Mario gain his greatest victory over you. Stop the abuse to NES and you'll be back on top again. There is nothing wrong with facts about Sega

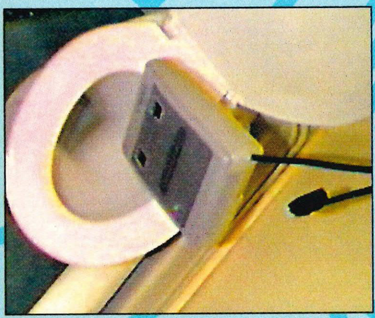
beating N, in say, Scotland. That's fair man. Take heed, I think Nintendo's are selling like hot cakes in my town. Sega should put their prices down before Mario flushes Sonic down the loo!

Everyone I know loves Nintendo and it makes us ill that Sega and Nintendo dudes are scrapping over Sonic and Mario. We feel we don't want to buy either with all this rudeness happening!

George "Bush" Morgan, Keynsham



Jamie Stewart age 14



Don't have a cow, man! We only print piccies that are sent into these pages - we don't draw them. You can't blame Sega guys if they feel annoyed at Mario and give maximum respect to Sonic. We won't be censoring readers' art. No way. However, you won't read any bad-mouthing of N unless we have good reason.

MARIO SUCKS

Dear Protest,

Thanks for the brilliant badge on the cover of SegaPro#12. I pinned it on my jacket and had begun to show it off when who should I happen to meet? Yep, that plonker Mario.

He came up to me and started shouting because of my "Mario Sucks" badge. Well, I wasn't having any of this, so I gave out a loud whistle and who arrived at the speed of light? Sonic and Tails. Before I could say "Mario Sucks", Sonic had the little plumber in a headlock, while Tails gave him a few slaps around the face. Mario burst into tears and begged for mercy. Sonic agreed on one condition, that there is never a Mario 5. It was agreed and that was that.

PS can you tell my thick and dim cousin, Stephan, that Sega is better than Nintendo, the piece of scrap he owns.

Dean Taylor, Peckham

Done.



Malcom Yeates age 12


Ian Richardson age 12



Oh dear. These people didn't put the right address on their envelopes. We don't live at that address anymore.

TOO EASY TO BELIEVE

Dear Sega Pro,

New games which are coming out

PROBLEMS ! PROCURES !

The Pros are back again with more cures to more problems. Time is always short, but we've managed to answer most problems sent in.

Remember, send your Sega-related queries to the Pros at Problems & Procures, SegaPro, Durham House (4th/5th floors), 124 Old Christchurch Road, Bournemouth BH1 1NF. Unfortunately, personal replies can't be given, so don't waste your money by including an SAE.

With the imminent launch of the Mega CD, erm, sometime this decade (hurry up, Sega), there have been lots of questions about compatibility. The Japanese Mega CD works on a Japanese or UK Mega Drive and probably on an American Mega Drive too. The games we have tried run okay on both, but they source from Japan. Sega have said that the UK Mega CD won't work on any other system other than the UK Mega Drive. The games look as if they will work okay although Sega are insisting that developers program security systems to stop Japanese imports working on US and UK machines and vice versa. The drives don't seem to be as much of a problem as the actual Mega Drive. It is reported that Sega are working on circuitry that will eliminate imports working. The advice from the Pros is to wait till the UK version of the Mega CD is released and read the review in SegaPro.

Midge from Co.Durham wants to know which games will come out for the Mega CD and if it is worth buying, since he doesn't like RPGs. He also wants to know a mouse will arrive for the unit, how much the average CD game costs and if the CD player is of high quality. Of the games you listed, Midge, WWF, Final Fight and Pitfighter 2 are the only releases we know of, but there are some adventures and RPGs awaiting UK release. A mouse may be possible, but no plans have surfaced. The average CD game should cost about £60, although it's up to individual publishers as to what price they set. The Mega CD player in the SegaPro office plays music for most of the day. It has the same mechanism as audio CD players.

PROBLEMS! PROCURES!

Next, we look at a few posers set by **Paul Furley**, who is bemused why we don't have a for sale section in SegaPro and would like to know: if Final Fight or Hydra will be out on the Mega Drive, if New Zealand Story is as good as the arcade version and why Dungeons and Dragons was so pricey - £59.99. We really don't know, we'll think about a "for sale" section. There are no Mega Drive plans for either games mentioned and although New Zealand Story is good, it's not as good as it should have been. Some games are pricey because they are either over 8Mbits or a lot of time has been put into their development. Not to worry, the game is available on import for £45.

Onto the Master System with **Greg Dow** who wants to know why the it can only play 4Mbit games, while the Mega Drive can play 8 and even 16Mbit games, such as Batman and James Pond and, even so, why they aren't converted. Games can be converted, but not easily and, as the Master System is unpopular abroad, Sega don't give it the support it deserves.

While holidaying in Japan, **Mark Bell** bought a Japanese Mega Drive, but is bemused why SegaPro's Japanese machines have a red band around the rim when his does not. Although all Japanese machines are similar, only some have red bands.

Streets Of Rage and Chuck Rock on the Game Gear seems to be what **Dean Taylor** wants, but he doesn't know when he can get them. Well, unless I'm mistaken, Chuck Rock is reviewed in this issue and Streets Of Rage will only be a month or 2 away.

Michael Coyne has seen Warrior Of Rome 2 for sale on import and wants to know what the Pros think of it. Well, having only played it briefly, we'd have to say that it's an average strategy game with no real alternative.

It's time to say cheerio, folks! But worry not, because in 30 days, you can read more problems and procures. Bet you can't wait?



Ross Andrews age 12

are too easy. I bought Chuck Rock and completed it within 2 days. In the SegaPro review of Tazmania you said that it would keep you on wacky wonderings for months. I bought the game and completed it in 2 days. I completed Wonderboy 3 in 1 day and Terminator in 2 hours.

Will Sega please release harder games so that I can get some long term value for the money spent. For example, Kid Chameleon took me a month to complete and the game was 5 hours long. That's what I call long term value for money.

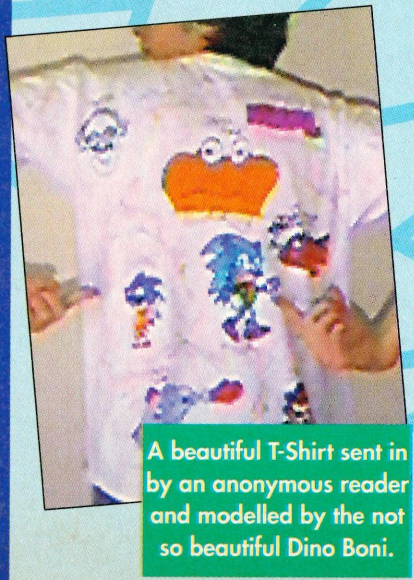
What do you think SegaPro?
Michael Terrell, Plymouth

What do we think? We think you're telling porkies. The Pros say there's no way could you finish Terminator in just 2 hours. Even some of the other game times seem to be exaggerated. You must be using an Action Replay. If not, try standing on one leg with an arm behind your back.

However, some games are too easy. Check out the "Challenge" rating in ProReviews for game info before you decide to buy. That's what the Pros really think.



Mark Donnison/Mark Brennan age 9



A beautiful T-Shirt sent in by an anonymous reader and modelled by the not so beautiful Dino Boni.

DAD SAYS NO!
Dear SegaPro,
In SegaPro#10, there was a guide on recording Sega games onto video, but my father says it cannot be done.
Stewart Barthorpe, Lincoln

Oh yes it can. Your father seems to have his leads between his legs on this one Stew. Get your friends round, show your dad the guide and, as punishment, make him tape a level of Sonic. We bet he doesn't know where to start.

THANK YOU AND GOODNIGHT
Dear SegaPro,
I think your magazine is the bastion of brilliance and I love your excellent reviews.

When Pitfighter was first released, I thought I would never fork out £45 for a one-on-one beat-'em-up. One monumentous day, while staying at a friend's house, I noticed SegaPro on their kitchen table. Having never seen it before, I had a look inside. It was love at first sight. The pages were so bright, the free gifts so original and the prizes so amazing (like the wicked Terra Drive).

I read the review on Pitfighter and (call me Alex Higgins) knew it was the game for me, having a massive score of 95%.

Well, what did I do? I went out and bought it, didn't I! On switching on, I was treated to the movie-like intro I was promised. The ratings in the magazine are exactly the same as what I would have awarded to this truly awesome game.

I was so pleased that I subscribed to the magazine, finding out in the process that not only do I receive 12 blessed issues of SegaPro, but also "The Complete Sega Solution" and 5% off all SegaPro savers. All for the measly price of £24.40 too.

I am now a very well informed SegaPro subscriber and am awaiting the release of Gadget Twins, which I have decided is the next game to be added to my collection.

Thank you for the Pitfighter poster. Thank you SegaPro for everything.
Peter Shields, Bowling.

Well, can we say more. A subscription to SegaPro can truly change your life forever. Everyone knows that! Pitfighter is an excellent game and we're glad you like it so much. Honestly.

PROGIRL IN SHOCK DEBATE
Dear SegaPro,
Stop this outrage now! What kind of stunt do you think you're pulling, printing pictures of the scantily clad ProGirl in the gracious pages of SegaPro. My dad now hogs the magazine and, recently, when I wanted to show my friend the review of Thunderstorm FX, I couldn't find SegaPro anywhere. Needless to say, it was later found next to my dad's newspapers. I don't think it's funny. No more ProGirl. It ain't fair.
James Stewart, Newcastle

Sorry James. ProGirl was put into SegaPro because we thought it was funny how many people don't complain about these things any more. A

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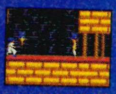
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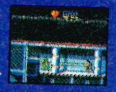

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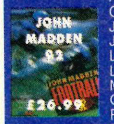
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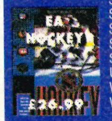












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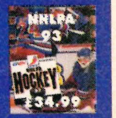
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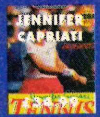
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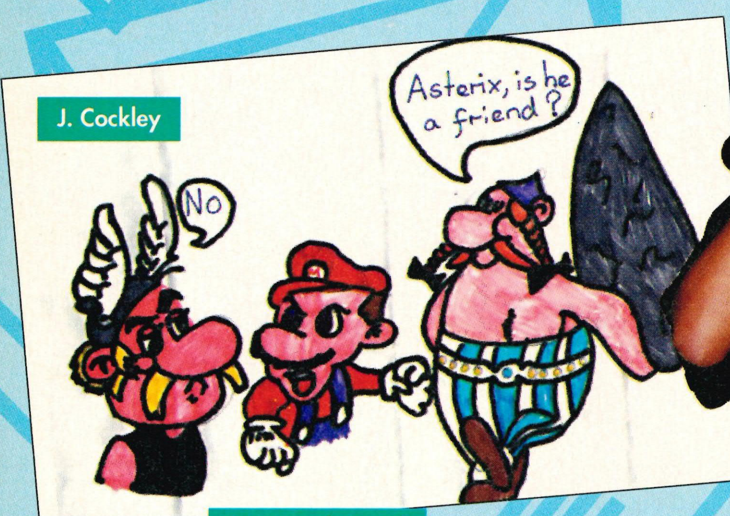
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J. Cockley



Scott Hardy age 8

few years ago, it would have caused an outrage, but these days everyone seems to take almost anything without complaining. As such, we are going to start our very own ProGirl Debate column within ProTest. If you have any topics you'd like debated or if you wish to join in the next debate, you must write to ProGirl. The first debate is about whether or not ProGirl should be allowed to frolic within the magazine and it's now officially opened.



EXIT COMPO

SegaPro#12

Okay, there's this Nintendo owner, Sega owner and Amiga owner. The Nintendo spaz looked at the Amiga guy and said "Ha-ha-ha-ha."

The bemused Amiga owner turned to the Sega owner, who stood looking down at her feet so as not to laugh, and said "What does he find so amusing?"

"Don't ask me." She replied, now biting her bottom lip and scuffing her left shoe in the dust.

The Nintendo spaz shuffled closer to them with his right arm outstretched. "Ha-ha-ha-ha" his voice echoed.

"What do you find so funny?" the Amiga owner growled.

The Nintendo owner stood still in a moment of silence with his eyes crossed. He scratched his head. "F-f-f-unny?" he croaked. "N-n-n-nothing...I just wanted to say Ha-ha-hallo!"

Well, what more can we say? We had an absolutely full postbag on the exit compo this month, but a super cart is making its way to James Herbert of Muswell Hill, London.

THE STORY OF SONIC AND TAILS

One day, Sonic was walking along the streets of Sega City feeling very sad. Just then, Alex Kidd raced up on his motorbike. "What's up?" he asked.

"Well", said Sonic, "I haven't got any friends in my game and I'm feeling very lonely. Could you help me find a friend?"



"Sure thing, dude." said Alex Kidd, "Come with me."

Sonic climbed onto the motorbike and they rode off into the distance.

"Where are we going?" Sonic shouted.

"Off into the woods of Sega City in search for a friend for your latest game." screeched Alex.

They rode for most of the day, eventually reaching the woods of Sonic City. But it was getting late and the sky was almost dark. Alex went off to search for some worms to eat, while Sonic stayed behind to kindle a fire.

An hour had passed and Alex Kidd hadn't returned. Sonic was becoming concerned. He thought it a bit strange, but decided to stay by the fire in case a bogey man was lurking in the darkness.

Just then, he heard a shout coming from the woods. Sonic was so scared that his spikes turned pale blue and his teeth began to chatter. He had saved Sega City from Dr Robotnik, he thought, so he must be quite hard. Sonic pulled himself together and, while storming into the wood, growled "I'm going to fight you." Once inside the wood, he paused to look around. His heart skipped a beat when he saw two huge eyes staring right at him. He stuttered "Who's there?" No answer. In a very hard voice he commanded "Come out with your hands up."

As soon as he had spoken, he felt something touch his shoulder. "Don't be afraid, I won't hurt you. I'm on your side." said a voice.

"Well, who are you?" quizzed Sonic.

The voice replied "I'm a fox, my name is Tails." Tails shone a torch into Sonic's face.

Sonic introduced himself, "I am Sonic The Hedgehog, mascot of Sega Ltd. Let's go back to the fire and we can talk things over."

Once they arrived at the fire, Tails asked "What are you doing out in these woods? Don't you know that they are very dangerous?"

"It's a very long story", Sonic began to tell Tails the whole story as written above.

When Sonic had finished his very long story, Tails offered "I'll help you get your friend back. I know these woods and all who live in them. I think I know who kidnapped your friend. Mario!"

Tails was right. Alex Kidd had indeed been kidd-napped by Mario, who was going to punish him with all his might.

"The plan is progressing well. Soon we will have all of Sega City under our control, including that stupid Sonic! Ha-ha-ha." Mario laughed aloud.

Luigi cowered "Yes, Lord Mario."

"You will never get Sega City as long as you live!" shouted Alex Kidd.

Luigi sniggered, "But Mario will live much longer than you."

"Ha-ha-ha." roared Mario.

Meanwhile, Sonic and Tails were planning their route to Mario's fort. "We'll stick together till we reach the fort then we'll both get him" said Sonic.

The journey through the woods was uneventful.

When they arrived, they saw that Mario's gang of lemmings were guarding the fort. "We will blast past them at SuperSonic speed." Sonic told Tails.

"A piece of cake." quipped Tails before the super duo blasted past the feeble lemmings and into the fort. They immediately spotted Mario and his cry baby side kick, Luigi.

"So, you have come to rescue your little friend." Mario laughed.

Tails snapped, "Just hand him over and no-one will get hurt."

"You will have to fight me first." Mario's voice was stern.

Sonic and Tails started to fight with Mario. Not unexpectedly, Luigi, who had begun to cry, ran away.

It wasn't long before Mario was beaten and surrendered with a cry "You can have your friend back." He handed Sonic the key to his cellar. Alex Kidd was being held there.

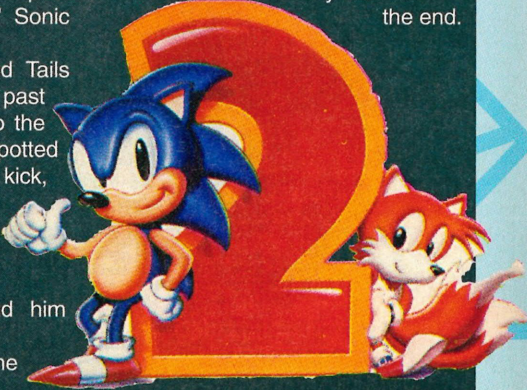
After rescuing Alex, Sonic quipped, "It was nice playing around at your house, Mario. Or should I say fort?"

As the threesome travelled back to the camp site, Alex said "I see that you have found a friend Sonic."

"Yes, we met in the woods after you had gone. You were right about finding a friend for me." replied Sonic. He turned to Tails "How about you and me in a game, Tails? We could call it Sonic 2! Oh, there's just one more thing. Why have you got two tails?"

"That's a secret." replied Tails in a foxy manner.

the end.



MEGA-CD HEAVEN

The official UK Mega-CD unit should make its official debut just after Christmas. In what is becoming a habit, Sega UK seem to have unpopularly decided not to release the Mega-CD until after the festive period, although rumours had previously been spread that it would be on sale for Christmas. Way to go, Sega!



The Mega-CD's options screen is one of the most user-friendly around. And don't believe what you've heard about the need to have a monitor/TV to operate the machine – it's simple to operate music CDs with your eyes shut.



Sega have always made it known that they would hold the Mega-CD's launch date until the completion of a certain piece of software which "will beat anything ever seen before." They are still coy about releasing information about the supposedly "super" Mega-CD game, but sources revealed that if it isn't Afterburner III, it's most probably Super Sonic!

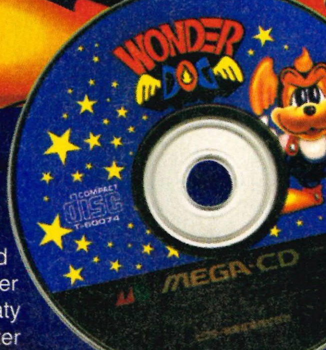
What do you get in return for the £250 that the unit costs? Well, by all accounts, it seems that if you want better quality graphics and bigger games then the Mega-CD is for you! As well as the console, you'll also receive a copy of Sherlock Holmes (CD version, of course!) which boasts excellent visuals and superb gameplay, a music CD (with CD+G for karaoke) and an Arcade Classics compilation CD of the 5 MD games Columns, Shinobi, Golden Axe, Streets of Rage and Super Monaco GP.

Don't throw your Mega Drive into the bin just yet, though. In case you've been living on the planet Zorph, you need to plug your new Mega-CD into the Mega Drive for it to work!

However, just for all those statistical freaks out there, the Mega-CD discs hold up to 4400Mbits of information compared to the Mega Drive cart's maximum of 16Mbits, so you can imagine the difference in quality of games to come.

All those who have held off buying the Japanese Mega-CD up until now, will have to wait a bit longer, but a decent software discology hasn't yet been established, so don't lose sleep over it.





MEGA-CD TECHNOLOGY

The Mega-CD's CPU (central processing unit) is the tried and tested 68000 that any real programmer knows inside-out. It runs at a meaty 12.5MHz, which is about 50% faster than the speed of the Mega Drive. The job of the Mega-CD CPU is to pull data from the CD and place it into RAM for the Mega Drive to access.



The Mega Drive treats this CD RAM just as it would a cart, so the data access is fast, although, while the Mega Drive is using the data, the Mega CD is slowly pulling more info from the CD drive.

As CD drives are habitually slow, this buffer process is very necessary. The Mega-CD's access time is 1

MEGA-CD SPECIFICATIONS

RRP:	£250
SOFTWARE:	3 CDs with games and music
PROCESSOR:	MOTOROLA 68000, 12MHz
RAM:	6 Mbit storage 512 Kbit PCM 128 Kbit CD-ROM 64 Kbit Miscellaneous
ROM:	1 Mbit BIOS
STORAGE:	4.4 Giga bits per CD!
ACCESS:	1 second
AUDIO:	8 Channels PCM
GRAPHICS:	Mode 7 emulation





second, which may seem fast until compared to the 0.1 second access of cartridge games! If the Mega Drive was to take its data direct from CD, games would run 50% slower than their cartridge counterparts. As the Mega Drive doesn't have to search for its data, CD games run a tiny bit faster. Now you know why!

The 6Mbit of memory storage temporarily holds data from CDs. An average cartridge holds 8Mbits, so a single read of the CD would put almost enough data in RAM as is contained on a cartridge.

MODE 7

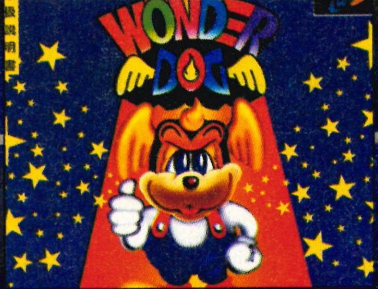
The spectacular Mode 7 graphics, found on arcade machines and the Super NES, has been emulated on the Mega-CD by its special custom chip.

Mode 7 allows graphics to be scaled, rotated, flipped, and zoomed easily and quickly. Imagine a whole screen with complex graphics. Up until now, for the screen to be rotated and zoomed in to, or out of, a lot of processing and programming would have been required. It could be done, but it would have be so slow that you could have made yourself a cup of tea while waiting. Now, however, with Mode 7 graphic capability, graphics and screens can be flipped about willy-nilly.

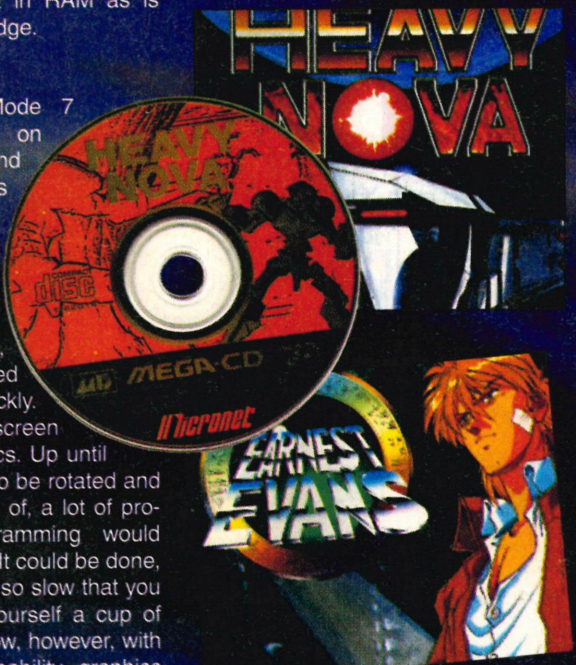
Programmers have yet to get to grips with the extra capabilities, but it's already waiting and willing.

MORE GAME, LESS DOSH

Mega Drive cartridges are produced from 4Mbit ROMs - games come in 4, 8, 12 or 16 (!) Mbit sizes. Each 4Mbit ROM costs about £3, so ROMs for a 16Mbit cart would cost software publishers £12, as opposed to £6 for an 8Mbit cart. That's why some carts cost £30 while others can be as much as £60.









ONE VISION

Sega has recently laid down its plans to have 3 totally incompatible Mega Drive systems for each of the European, Japanese and US zones. The Mega-CD will only work with a Mega Drive of the same Sega "zone". In addition to the hardware changes, Sega software carts and Mega-CD disks are to contain circuit verification routines which will only allow execution on 1 of the 3 zones. This is not only to stop import games hitting sales, but because of copyright restrictions. Sega claim that its CD titles will contain licensed material that they may not have world-wide copyright to. The cracking down on imports will help control unlicensed product movement.

Owners of old-ish Mega Drives should not be affected by the hardware Mega-CD lock, but those with newer machines, whether Japanese, American or European, will have to buy the appropriate Mega-CD hardware, but that's only if they want it in the first place!

More disconcerting is the software protection lock! Official European releases will only work on European Mega-CDs, Japanese imports will only run on Japanese Mega-CDs and American imports will only play on American Mega-CDs.

What will this mean to Sega CD games players? Well, if it becomes a problem, it shouldn't be too long before an electronic device (Action Replay CD?) is released to emulate the missing hardware.

● The titles are literally tumbling out of the Mega-CD in Japan. Although most of them are RPGs, Sega UK do hope to release as many as possible to coincide with the Mega-CD's launch in the UK and Europe.



Compact Discs only cost £1 and most CD games, no matter how big, should cost a standard £39.99. But why so expensive? Well, a lot of time and talent is being spent on each production (it's not just a game anymore).

Hollywood is quickly taking second place to Silicon Valley in the artiste payroll stakes. Musicians, graphics artists, "film" producers, engineers, technicians and actors are being hired to create full-blown CD epics with real-life graphics, real sound and speech - the works!

THE VERDICT

Without getting carried away, as a games machine, the specifications of the Mega-CD speak for themselves. Sega seem to have played a master stroke over Nintendo. The Mega Drive has a faster processor than the SNES and, with the Mega-CD, it now has its mass storage and custom circuitry. True, the SNES already boasts custom chips, which the vanilla Mega Drive lacks, but its slower main processor and architecture may not handle its CD drive quite as well as the Sega can.

The only thing lacking now is plenty of credible software and a UK release date.

● Without doubt the best use of the Mega-CD so far has come from *Thunder Storm FX*, a game that will have SNES owners dropping their mouths in awe.







MEGA-CD HEAVEN

Forthcoming Attractions

The first batch of MEGA-CD releases will be enhanced versions of current or forthcoming cart games. The enhancements will draw from the effects and abilities available from the CD's storage and data retrieval capabilities. They should feature visual effects and superior graphics, digitised speech, CD-quality soundtracks and either greater depth of gameplay or animated cartoon introductions.

POLICE QUEST 3
Producer: Sierra



The most realistic and intense of the Police Quest series yet. Jesse Bains' brother is out for revenge and his target is Sonny's wife. Insanity, brutality and bizarre ritual killings are down every alley and round every corner. One for seasoned adventurers.

WING COMMANDER
Producer: Sega



This was a mammoth hit on the PC and couldn't be fully converted for lesser spec machines, such as the Amiga and probably the vanilla Mega Drive. It's a huge space strategy-adventure extravaganza with digitised speech and animated sequences.

CHUCK ROCK
Producer: Sony

Sony hope to have this game out for Christmas and it is being developed in Britain by the game's originators, Core Design. Chuck is a Neanderthal who is searching for his beloved Ophilia, kidnapped by the notorious Gary Gritter. Other than an animated intro and digitised speech, expect a straight port from the cart and an animated intro.



THE ADVENTURES OF WILLY BEAMISH
Producer: Sierra



Enter the wild world of Willy Beamish. Players have to contend with Willy's tag-along little sister, his neurotic yuppie mom, a frustrating father and a ghostly grandfather who's returned from the game. This a fabulous cartoon adventure of mammoth proportions and loads of humour.

STELLAR 7
Producer: Sierra

Command the super tank, Raven, in a 7-planet battle against more than 20 different enemies, each with its own battle plan. With vector graphics and filled polygon graphics, it looks like an enhanced version of the arcade classic BattleTank.



HOOK
Producer: Sony



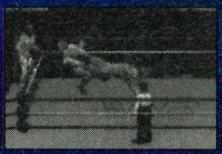
Let's hope Sony can make a better job at this than they did for the Super NES. The Mega-CD version seems most certain to be an enhanced port of the forthcoming Mega Drive game, which is due out very soon.

SPACE QUEST IV
Producer: Sierra



Stumble through time with Roger Wilco and the Time Rippers in this sensational 3-D cinema-graphic space adventure. This is a classic Sierra adventure which should convert to CD very favourably.

WWF MEGA WRESTLEMANIA
Producer: Flying Edge



That old favourite Hulk Hogan resurfaces, along with the rest of the wrestling gang, with more special moves, better graphics and true ringside sound effects. This Mega-CD release should come out shortly after the Mega Drive version, which is due in February '93.

PIT-FIGHTER 2
Producer: Tengen



Fully digitised graphics and sound could make this the CD beat-'em-up of the year. Players can assume the role of Buzz – the pro wrestler, Kato – the 3rd degree Black-belt, or Ty – the kick boxer, as they attempt to become champion.

THE TERMINATOR
Producer: Virgin



Based on the MD version, but with more levels, digitised sound and actual movie footage. If the programmers get it right, as they did with the Mega drive version, this should be a worthwhile release.

TERMINATOR 2: THE ARCADE GAME
Producer: Acclaim



This won't be the conversion of the popular "rat-tat-tat" Op Thunderbolt-style coin-op, but the arcade platform game of the blockbuster movie with the original music and sound effects.

STREET FIGHTER 2
Producer: Sega



Speculation at the moment surrounds the whole Streetfighter game rights. But, Sega should have something worked out soon. With Pit-Fighter 2 and Final Fight announced, the Mega-CD will have its fair share of beat-'em-ups, so Streetfighter 2 may not be as big a success as it is on the SNES, where good beat-'em-ups are a bit scarce.

DUNGEON MASTER: SKULL KEEP
Producer: JVC



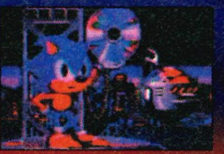
Acclaimed as THE adventure on floppy a few years ago, the Dungeon Master gameplaying system hits CD. Using interactive controls and 3-D perspective view, can you combat the ghouls and monsters to become master of the dungeon?

AFTERBURNER III
Producer: Sega



This is the game that all the world's been waiting for. If this isn't Sega's much-hyped "super" CD game, then blow me! Arcade-quality graphics and ear-bursting sound has been promised. We wait with baited breath.

SUPER SONIC
Producer: Sega



The most celebrated Sega character yet makes his way onto CD. Watch out for



cartoon-style graphics, wicked sound and remarkably similar levels to the original, as Sonic goes all out for Dr Robotnik. Later next year, Sonic 2 will also make its way onto circular plastic.

BLACK HOLE ASSAULT
Producer: Bignet



This is the CD sequel to the Mega Drive game, Heavy Nova. It's a futuristic beat-'em-up with huge sprites – almost a futuristic Pitfighter! Well, almost. There are 10 stages of kung-fu action for up to 2 players.

LEISURE SUIT LARRY
Producer: Sierra



Featuring the PC's equivalent to Sonic, Larry, LSL is a trip through the sordid side of the swinging-singles scene. The aim of the game is to guide Larry, a compulsive boosing womaniser, around the streets in a bid to score with the chicks. As they are also out for a good time, it's half your problem!

THE THIRD WORLD WAR
Producer: Bignet



Blow up half of the world, and own the other half, using killer tanks as your weapon, in the ultimate military strategy game! The graphical view, as shown, is similar to Desert Strike – although it's a totally different type of game, really – as information windows pop up all over the place!

FINAL FIGHT
Producer: Sega



Take your fight onto the streets with this beat-'em-up conversion which is similar, in all respects other than boasting more levels, to the original coin-op. The Mega-CD version is supposed to have 2-player simultaneous action – which the Super NES couldn't handle.

RBI 4 BASEBALL
Producer: Tengen



The Mega Drive version is reviewed in this very issue. The Mega-CD version should have digitised speech, digitised video stills and even more player information data. Phew!

OUT OF THIS WORLD
Producer: Virgin



A futuristic adventure which is the follow up to Another World, which is due out on MD soon. Transported out of this world by particle acceleration, players have to dodge, outwit and overcome hordes of alien monsters in order to get home.

BATMAN RETURNS
Producer: Sega



Whether this will be the same as the cart version remains to be seen, but even if the gameplay is similar, the game should be better in the visual and audio departments.

THE SECRET OF MONKEY ISLAND 1&2
Producer: JVC



Guybrush Threepwood starts on a long quest to become a pirate, but must first uncover the secret of Monkey Island. It's all good fun along the way as Guybrush solves the many wit-ful puzzles. This is an absolute corker which should have you in stitches. Instead of an arcade swordfighting routine, Guybrush uses his wit to serve and respond to insults.

WOLFCHILD
Producer: JVC

This was a good, but thoroughly unoriginal, arcade platformer from Core Design. It hasn't appeared on Mega Drive yet, but is due soon, and the Mega-CD version may well be a straight conversion with animated sequences and CD-quality soundtracks.

SIM EARTH
Producer: Sega



This huge strategy sim is one of those which leave you with nothing of great worth after playing it for days on end. Programmed in the height of "Green" awareness, you have to plan the Earth's resources and win over the support from the planet's population. I would have preferred Sim City, myself!

ROAD BLASTER FX
Producer: Wolfteam



Based on the Mad Max scenario, Road Blaster was an original CD arcade, doing the rounds some 7 years ago. It's from the same team who released Thunderstorm FX (reviewed SegaPro#13) and, as such, is hotly awaited in the SegaPro offices.

SUPER LEAGUE CD
Producer: Sega



The graphics on this are a huge improvement over any Mega Drive baseball game. As can be seen in the screen shot, the game's display is of stupendous quality.



pro reviews INDEX

THE REVIEWING SYSTEM

INTRODUCTION

Just a quick rundown of the story behind the game. Usually a quick resumé of what the inlay says – but not as boring.

PROVIEW

The real meat of the review. Here you can find out what we think of every single element of the game. We'll walk you through the game, talking about the graphics, sound, how it plays, and interesting things you may encounter. This is the most informative part of the whole review.

PROTIPS

Just a small slice of help that should make your first few minutes of play less frustrating and hopefully a lot more fun.

PROFILE

All the info you'll need. The address given is of the main supplier in the UK. If the game's on import only, it'll contain an importer's address. If the game's available both on import and official, you'll get the official supplier info in the ProFile and the importer's name and address next to a picture of the import game's inlay.

PROSCORE

We pick out the good and bad points for graphics, sound, gameplay and challenge. While a game may score highly on graphics and sound, it may severely lack in playability. If this is the case, the scores will reflect it. The overall ProScore is calculated from our final opinion of the game, taking into consideration every single factor – including price! This is not an average of any score.

PROYO!

A ProYo! is awarded to any game which receives a rating of 90% or over. Any game which does fall into this prestigious category should definitely be in your collection.

MASTER GEAR

Every Master System review features a section which details how the game played on the Game Gear through the Master Gear convertor. Are the graphics visible, etc.

PROTALKERS

No matter how hard we try even the SegaPros are fallible. That is why we want your help. If you'd like to give your opinion of the latest games, then send us your details. Every month we'll pick out a handful of ProTalkers and send them a special ProTalker review pack.

This means you'll get the chance to play one of the latest games, and give us your views. Then, in the next issue, you'll get your (almost) unexpurgated ProTalk review printed alongside our reviews in SEGAPRO. If you fabecoming a ProTalker, send your name, address and telephone number to *ProTalk, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.*

IMPORTS

We all know that the Japanese and American markets get all the latest releases before they slouch their way over here.

If you want to get games on import, then there are a few points worth remembering which mostly concern the type of machine you own and the games that will run on it.

Japanese machines will run all UK, USA and Asian cartridges, providing they don't have the notorious "PAL lock" on them. These sneaky bit of code allows the game to sense what machine it's been plugged into and if it's not from the same country as the game, it displays a little message and won't allow you to play the game.

UK machines will play UK and USA carts without any problems, but can't play Japanese carts without an adaptor. This is only due to the different cart size in Japan, so you'll need an adaptor to run them. Also, some Jap carts will only produce a picture through the "AV" socket on the back of the Mega Drive. This means that they can only be played on a SCART TV. The only ones, so far, to do this are the Japanese versions of *Rolling Thunder 2* and *Thunderforce IV*.

The obvious disadvantages with import games become apparent when you try and play a Japanese RPG when you can't speak the lingo! However, shoot-'em-ups, beat-'em-ups and platform games need very little in the way of instructions, so these are a good buy and only need a little bit of thought so you can play them.

SUPPLIERS

Many thanks must go to all the shops listed below who supplied us with games that we've reviewed in this issue. If you want to buy any game, including imports, give them a tinkle and they'll be only to glad to take your money!

Thornley Distribution (Trade Only)
AMS Electronic Games (081) 4502166
House of Fun (0202) 485100
Toymaster (0202) 392755
Console Concepts (0782) 712759



MEGA DRIVE OFFICIAL

LEMMINGS 90%

34 
Quick, frantic and challenging? Lemmings turned out to be no more than what we expected.

UNIVERSAL SOLDIER 89%

36 
Turrican 2 in the guise of UniSol, with bigger and meaner guardians. It's bad, mean and nasty. Needless to say, we liked it.

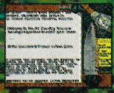
KRUSTY'S FUN HOUSE 75%

42 
Krusty the Clown gets his friends, The Simpsons, around to help him clear up his rat problem. Mayhem arises as Krusty chases the vermin into The Simpsons' rat traps.

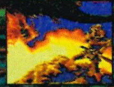
NHLPA HOCKEY '93 92%

44 
Wayne Gretzky and all the lads have pulled together in this ice hockey extravaganza. It's even better than EA Hockey!

LHX ATTACK CHOPPER 70%

57 
EA take to new heights with this helicopter sim, but it doesn't seem to make any advance from classics such as their F-22 Interceptor. Shame really.

GALAHAD 74%

58 
Oh, blimey. This is a conversion from the floppy game, Leander, which didn't do that well, at all. It's nice, but very average.

MEGA CD

WONDER DOG 90%

64 
Canine capers as Wonder Dog makes his long awaited debut on CD. With cartoon graphics and a cartoon intro sequence, this could be the style of games to come.

MEGA DRIVE IMPORTED

JENNIFER CAPRIATI 75%

46 
Let's see what little Jennifer Capriati can serve up on the tennis simulation front, shall we?

KING COLOSSUS 63%

59 
This RPG from Japan is of mammoth proportion, but could we understand it? Anyway, we had some fun and that's what counts.

RBI 4 BASEBALL 78%

62 
The fourth (but only second on the MD) version of this hugely popular baseball sim enters into the Mega Drive arena.

DEATH DUEL 82%

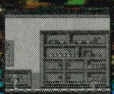
68 
Massive sprites await you in this arcade blaster from the States. Save the Federation from the enemy and keep evil of the screens once more.

MASTER SYSTEM

SCI 54%

32 
This is a highly polished car chase, where you are the good guys. SCI has all the excitement of Outrun, while having the action of Road Rash too.

TOM & JERRY 74%

38 
Tom chases Jerry. Tom nearly catches Jerry. Somehow, Jerry has a trick planned which allows a last-minute escape. Oh, well - at least you can catch the review.

ALIEN³ 90%

70 
Do you fancy your chances against the Aliens? Well, that's what this is all about. If you don't fancy it, stay well clear. It bites!

GAME GEAR

SUPER OFF ROAD 84%

40 
Trucks racing around a scramble track on a Game Gear screen? We couldn't believe it could be done, but, somehow, Graftgold managed it!

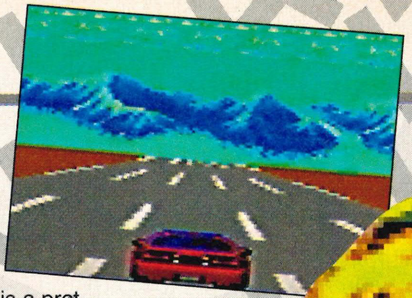
SMASH TV 58%

49 
The deadly TV show makes it onto the small screen, but was it a bit too much to ask of the programmers?

CHUCK ROCK 90%

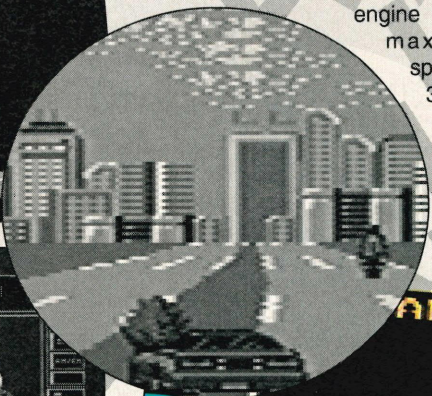
60 
As Chuck Rock, rescue your playmate, Ophilia, from the dastardly Gary Gritter in this 15 stage Neanderthal romp.





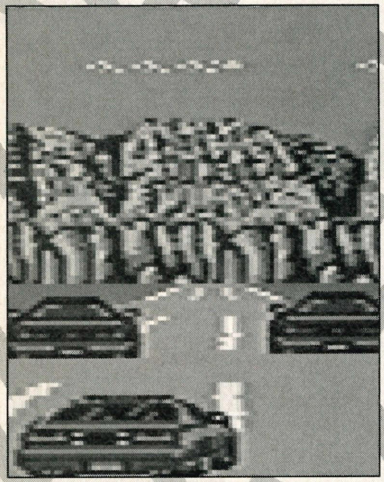


If you don't, points will be deducted and you may lose opportunities for time bonuses. Your car is a pretty nifty number - a supercharged Nissan Fairlady V6 D.O.H.C. 3000C.G. twin turbo engine with a maximum speed of 3 7 0 K.P.H.





Nancy is always at hand to offer advice on how to catch the criminals. As if a big arrow wasn't suffice!



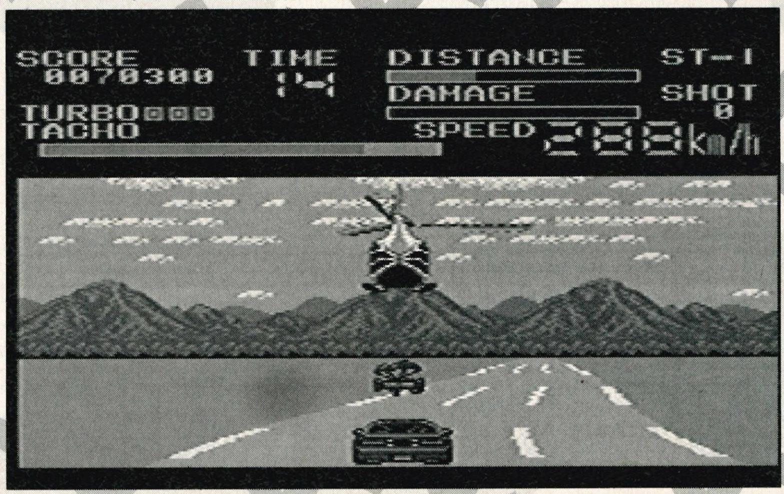


MASTER SYSTEM

You are one of the hottest and most feared policemen in the force. The others may be resigned to traffic duty or community policing, but not you. As a member of the infamous Special Criminal Investigation bureau, you deal with the big stuff! Things have been pretty quiet for you lately, but reports have come in that the daughter of an extremely important political figure has just been kidnapped! The gang rumoured to have abducted her are the Syndicate, but as yet, HQ isn't completely sure who did it. This means you're going to have to go round stopping any likely suspects on the off chance that you discover the criminals! Use any means at your disposal to apprehend the criminals, but remember, a life is at stake, and it's a dangerous world out there!

Sitting in your car, you receive a call over the wire. A policewoman appears on the screen and gives you instructions of the fiendish criminals. You receive a brief description of the suspects, a profile of the roads ahead and information regarding your special weapon. You're authorised to use any means of force necessary, so blasting out of a few suspects isn't a problem!

Now that you've had your orders, it's time to hit the streets! There are lots of vehicles on the road, and although you're out to get the criminals, you're also supposed to protect the ordinary citizen, so try and avoid all cars except from the suspect one!



The police supply helicopter drops of much needed munitions directly into your car, but why couldn't it catch the criminals, saving you all this road work?

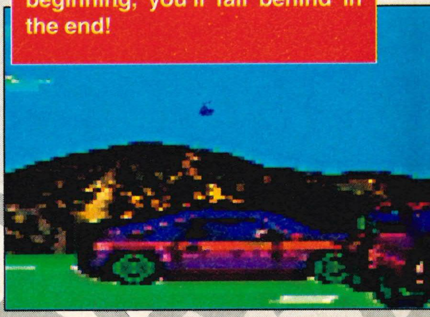
(phew!). Compared to the other cars, it's one of the best, but it's still going to be tough to catch the real baddies!

Level one brings you onto the freeway which is littered with hordes of bikers! There's lots and lots of them, but they're quite easy to steer around, so avoid them if at all possible. Steering is fairly easy, but you don't feel as if you're going very fast at all.

The roads are quite curvy and there's lots of obstacles by the roadside, but there's nothing too difficult to manage. It seems to take forever to reach the criminals and, when you do, they keep on zipping out of sight. Once you've caught up, launch bombs to stop them. Even if the manual tells you that it's not always the best way, it's definitely more fun and it's also quicker!

Further levels progress in the same way. You chase down the road, find the criminals, bomb them to

PROTIP Only use your turbo booster when you crash or if you're just about to catch up with the enemy. You only get 3 per level and, if you use them all at the beginning, you'll fall behind in the end!

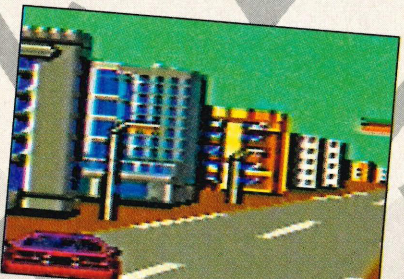


High mortality rates would not be worth it!

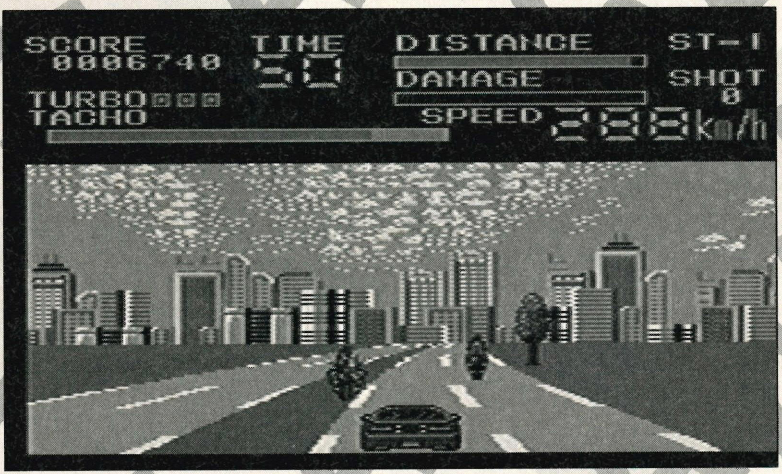




Before starting off, you are given full details on who, or should that ne what, you are in pursuit of in your high-tec radio. Hey don't go yet, you are also given your own high-powered chasing mobile!







The bikers are quite easy to dodge, but slow you down to granny pace. Frustrating cops may just knock them off the road and face the consequences later.



progress onto the next level. Don't get me wrong, it's not boring at all, it's just not that involved either.

Although levels become increasingly more difficult, there's not a huge amount of challenge to be found until you get to the last 2 levels. There are only 6 levels altogether, so experienced players will definitely finish it very quickly.

The graphics are distinctly "blocky" throughout and, although the background graphics are quite detailed, the blocky sprites and flickering of the cars is too distracting. The end scenes (when the criminals get caught) are a different story altogether. Compared to the driving graphics, they are excellent, although not long enough to make any real impact. Sound, again, is okay, but it's not varied or sophisticated enough to be very memorable.

SCI will have you addicted, but for how long is anyone's guess. I would only recommend this if you're a beginner or an extreme fan of racing games!

Sam "Lacey" Hickman



MASTER SYSTEM

SCI

SEGA ● £29.99 ● OUT NOW

CART SIZE......2Mbit
PLAYERS 1
STAGES..................6
SKILL LEVELS 1
FEATURES ...continues
CONTACT
Sega © (071) 7278070

AVAILABLE IN UK

ACTION / STRATEGY

GRAPHICS 55%
▲ Some nice backgrounds and end scenes.
▼ Car and driving graphics are too blocky.

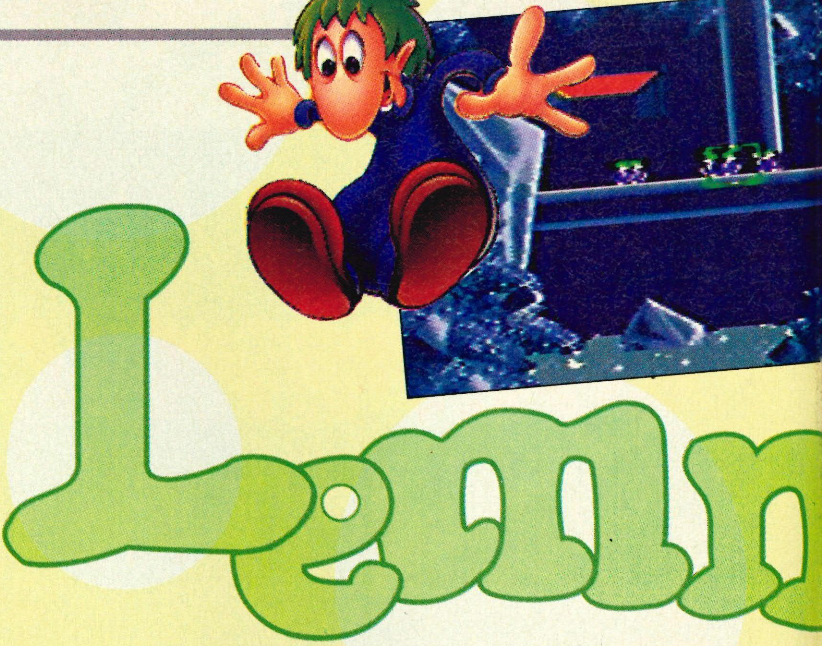
SOUND 60%
▼ Mediocre tune with little variety.
▼ Effects are very unoriginal and dated.

GAMEPLAY 65%
▲ Controls are very responsive and easy to use.
▼ Can become very boring by the third level.

CHALLENGE 55%
▼ Too easy for most players.
▼ Has too many continues, so you'll finish it quickly.

PROSCORE
54%
Unless you're a beginner, you'll find this a very disappointing challenge and, with such poor graphics, you won't be impressed if you buy it.

You are not advised to drive like this on your local motorway.



Lemmings (*Lem'-mings*): Adorable, yet incredibly stupid furry creatures who are completely oblivious to fear and danger. They have a fantastic ability to die by the thousand without a single thought. Although equipped with special skills that allow them to travel safely through otherwise impassable terrain, their IQ hovers somewhere around room temperature, so using these abilities never even occurs to them. Dropping from the big trapdoor in the sky, walkers (Lemmings without skills) erm, walk to their death with monotonous certainty. Singing along with the game tune, they are oblivious to the dangers in their path.

It will take your brain power to rescue as many Lemmings as you can from impending doom, or a guilty conscience won't be all that develops. It's sure to become an overpowering addiction!

Lemming-fever hits the Mega Drive after months of speculation and sneaky preview screen-shots. The game that has captured the hearts and minds of gamers all over the world has finally made it just in time for Christmas!

The game loads up with the wacky, original title music and not the remix version which the PC was infamous for. The intro is exactly the same as the Amiga version, with a little Lemming climbing up to the top of a giant logo.

PROTIP



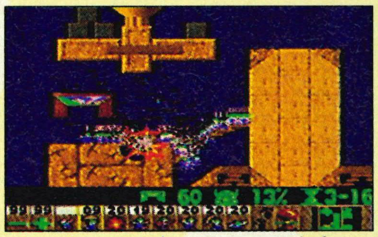
In two player mode, stick a blocker onto a bridge that your oponent has built and then turn him into a bomber. Count down the seconds and...Oh, No!

Hitting the start button skips the demo and throws up the title/option screen. All the options are present; 2 player mode, difficulty select (Fun, Tricky, Taxing, Mayhem, Sunsoft and a new bonus set of levels called Present), password continue and the obligatory music or sound effects select.





After selecting either a one or two player game, the level screen is displayed. This tells you how many Lemmings will start the level, the release rate at which they drop from the trap door, the percentage you must save in order to advance to the next level and a time limit in which to do it.



Warning: Nuking your entire stock of Lemmings is detremental to your game's health, but is excellent fun!



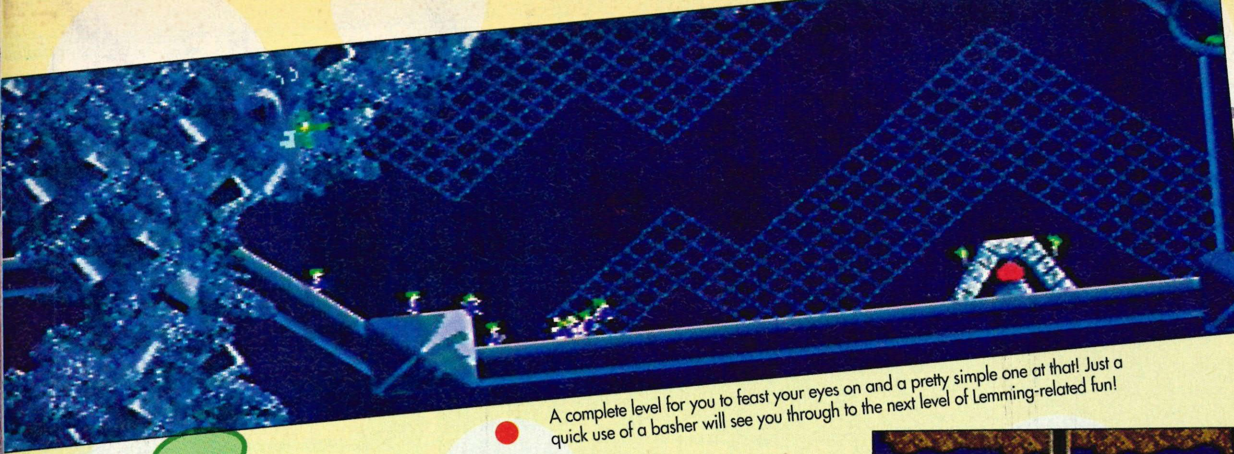
This trapdoor in the sky is where the Lemmings enter the level. If you've set a high release rate, just watch them flow!

The game screen is divided into two sections. The top section shows part of the current level (some levels are much bigger than one screen!), the Lemmings themselves and the exit. The lower part contains the control box, score, level map, time remaining and percentage of Lemmings saved so far.

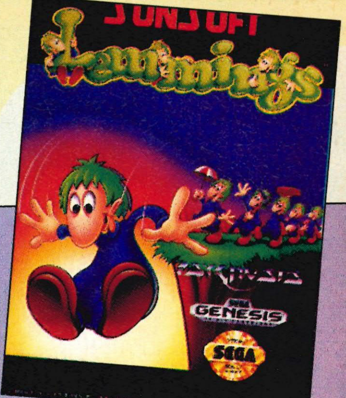
The control box is the game's command centre. There are 11 icons, each providing a different ability for the Lemmings. From left to right, these are: Lemming release rate, climber, floater, bomber, blocker, builder, basher, miner and the digger. Above each skill icon lurks a



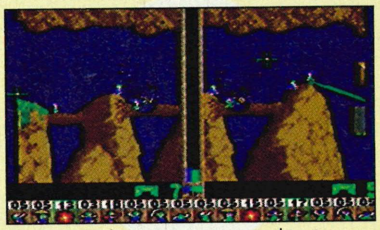
The original Lemmings had 40 fewer levels.



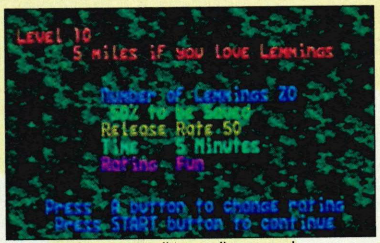
A complete level for you to feast your eyes on and a pretty simple one at that! Just a quick use of a basher will see you through to the next level of Lemming-related fun!



nings

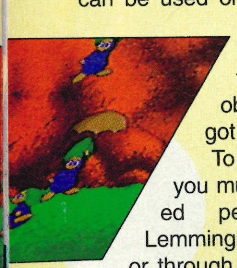


Two-player Lemmings is a combination of skill, tactics and a deep desire to kill many hundreds of the little cuties!



This screen tells you all you need to know about the upcoming level, so remember it well!

counter which informs you how many times the particular ability can be used on that level. Not all icons can be used on every level, so the counters make it obvious what you've got to work with.



To complete a level, you must guide a designated percentage of the Lemmings around, over, under or through obstacles to the exit gate.

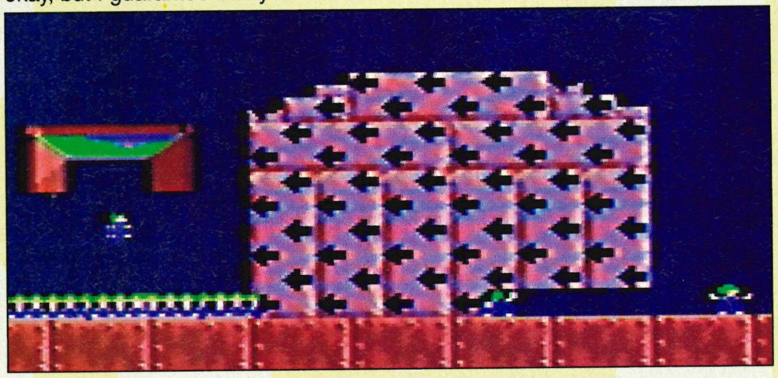
If you fall short of this target, it's back to have another try. Obstacles can be traversed in many different ways, which is where the skills come into play.

Designating a particular skill couldn't be easier! Just highlight the control icon with the cursor, move up to the level map and onto the Lemming you wish to give the task and the cursor will change into a box. The control panel will indicate what the Lemming is currently doing and a quick button press later, it sets to its new task, be it climb the nearest wall, act as a stopper or explode into small bits!

The graphics are well drawn, but there aren't any backgrounds to speak of (unless you call a black screen a background). The Lemmings are still tiny, but move with fluid and pleasing animation. Some of the levels are quite massive compared with their tiny occupants and the scrolling could've been smoother, but is more than adequate.

The customary "Oh No!" sample is included in the sound effects, together with splats, plops and all kinds of death-related sounds. Tunes are okay, but I guarantee that you'll be so tied up in the game that you won't even hear a single note.

All-in-all, *Lemmings* is one of a kind and, no doubt, will be cloned and copied by publishers for many years to come, but everyone will always remember the game that started it all.



IN CONTROL

These icons depict the skills available for the Lemmings to use.

Controls the flow of Lemmings onto the screen.

Floater. Will save a Lemming if he falls off a cliff edge.

Blocker. Used to stop Lemmings from passing a certian point.

Basher. Will dig his way horizontaly until he breaks through.

Digger. Will dig downwards through the earth.

Nuke 'Em! If you mess up a level, click twice on this!



Climber. Will climb sheer cliffs and walls when he finds them.

Bomber. Used to blow away obstacles and blockers!

Builders. Use 20 tiles to build a bridge over chasms.

Miners. Dig diagonaly down through the earth.

Paws. Pauses the game. (No kidding!)

This mini-map shows the whole level in very low detail.

LEMMINGS

SEGA ● £39.99 ● OUT DEC

CART SIZE 8
PLAYERS 2
STAGES 180
SKILL LEVELS 6
FEATURES ...password
CONTACT
Sega UK © (071) 7278070

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 92%
▲ Brill intro sets the scene well.
▲ Excellent animation on the Lemmings.

SOUND 90%
▲ The original tune is back!
▲ Samples and sounds add atmosphere.

GAMEPLAY 91%
▲ A plethora of levels to be conquered.
▼ The cursor is a bit tricky to control.

CHALLENGE 95%
▲ You're not going to beat this in a hurry.
▲ But even when you do, you'll come back for more.

PROSCORE 90%

If you play it once, you'll be hooked. If you don't play it, you're missing out badly, so try it and be bitten by the Lemming bug!

2 out of 3 Amiga game players own a copy of Lemmings.

UN SO





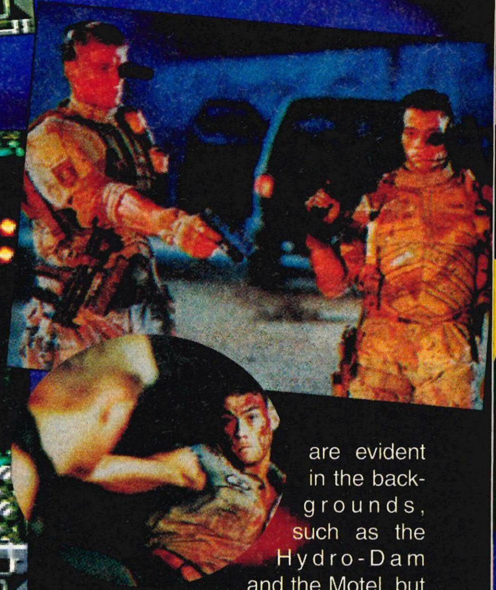


Hold down the fire button while standing still and this multi-directional laser could be all yours!





Later levels feature all kinds of obstacles to make life difficult for our dead hero. Here we see Mr UniSol blasting the hell out of a giant cone-shaped pineapple! After a few shots with your large weapon (!), it explodes into loads of deadly fragments.



MEGA DRIVE

While on your tour of duty in Vietnam, your commander goes nuts and wipes out a whole friendly village. That's except for 2 innocent girls who he slowly tortures in front of you. You try to stop him, he blows your guts out of the back of your spine, but not before you stick a knife in his stomach...

Now it's the year 1992 and man has discovered a way of bringing the dead back to life.

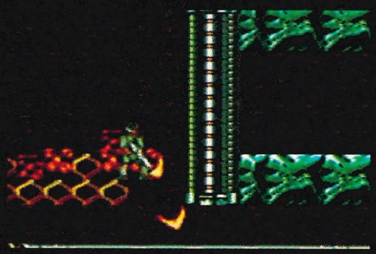
The re-incarnations, including you, are programmed to obey military orders, but when you see another UniSol viciously killing people, your memory slowly starts returning and you no longer want to follow orders, you want to live!

Let's face it, *Universal Soldier* is *Turrican 2* with a film tie-in. I'm not going to beat around the bush here, because the similarities become obvious from the moment you start playing. The main character is animated in the same way, the weapons are the same (bar the new super-weapon) and the power-up icons are identical. This isn't a bad thing, though, because *Turrican* (also from Ballistic) was a very playable game, if a bit too easy.

You play the slowly awakening UniSol (Jean-Claude Van Damme in the film) who is trying to fight his way to freedom so he can start his life (or should I say death!) all over again. Before he can do this, though, he must battle his way through 11 levels of sheer madness, pursued every step of the way by the other U-Sols and various other unfriendly monsters. The U-Sols have been ordered to kill him on sight, and the other creatures don't need any such orders, they do it for sheer fun!

The title screen is made up mostly of the U-Sol logo and features some decent music. Options allow you to set the difficulty level, play the music, speech or sound effects, or to list the credits. As you start the game, you are chucked right in the deep end, with the whole world and his sister trying to kill you – AGAIN!

PROTIP **Get yourself an autofire joypad! This game calls for major fire-power in all departments and you could be the proud owner of a thumb blister if you play without one!**



Sometimes the laser is needed to break through barriers and obstacles such as this hexagonal web.

The backgrounds are very detailed and scroll smoothly. Parts of the film are evident in the backgrounds, such as the Hydro-Dam and the Motel, but others aren't based on anything other than the artist's imagination. The main sprite is wonderfully animated and expertly drawn, with the other U-Sols similarly created. The strange creatures you encounter range from swarming giant bees (!) to large, spiked balls – not that I can remember any of these from the film! These all have a detrimental effect on Jean-Claude's health, but it can be replenished by picking up a power-up icon.

You have a huge array or arma-



Jean-Claude Van Damme may be in the next Alien film...

IVERSAL LDIER

SOL



MEGA DRIVE

UNIVERSAL SOLDIER

BALLISTIC ● £34.99 ● OUT NOV

CART SIZE.....8Mbit
PLAYERS 1
STAGES.............11
SKILL LEVELS 2
FEATURES ...password
CONTACT
Accolade ✆(081) 8770880

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 87%
▲ Tremendous animation on the main character.
▲ Inspired backgrounds and scrolling.

SOUND 80%
▲ FX galore and a whole lot more!
▼ Music lacks polish (and a tune!).

GAMEPLAY 91%
▲ Oodles of weapons to kill with.
▲ Passwords avoid replaying easy levels.

CHALLENGE 83%
▲ Tough to beat on hard level.
▲ Tons and tons of varying action over 11 levels.

PROSCORE 89%

Turrican 2 it may be, but it's still a damn fine game, closely inspired by the film, and packed with action.

ments that can be picked up. These range from the puny one-shot machine gun to an awesome fire blast that takes out practically anything with one shot! Press DOWN on the joypad and the attack button, and you change into a rolling, spiked wheel that kills anything it touches. If you really get into trouble, then it's time for the super-weapon. Pressing all three buttons at the same time unleashes an awesome display of firepower which uses every single weapon available in the game. Very impressive, and very destructive!

The first level guardian is a large incarnation of Dolph Lundgren's character in the film. He's big, muscular and blonde – and a doddle to beat, ha, ha. A few bursts with your gun and a quick super-weapon later and he's history. Most of the level guardians take only a few shots to kill on easy level, so if you want a more challenging game, then set the difficulty level to normal or hard from the outset.

Universal Soldier is a very enjoyable game, but if you've played the original *Turrican*, only the hard level will provide any sort of challenge. For anyone else, this gets a hearty recommendation from me, as its varying gameplay should keep you engrossed for weeks on end.

● Dino "Get me some ice!" Boni



● Personal hygene is most important when you're dead, so wash often with medicated soap and use plenty of fresh, clean water. A waterfall is ideal, but try not to fall off the edge as you srub in those hard-to-reach places!



● We all know that dragons are fictonal creatures born out of ancient Japanese stories. Obviously the programmers didn't listen to the rest of the educated world, so these fire-breathing lizards habitate most of the later levels.





● Power-ups can be found throughout the game, but are sometimes a bit hard to collect, even for a dead man!



...which is going to be called Alien vs Predator!

TOM and

THE

If there's one thing that cats can't stand, it's mice and this is especially true when the cat in question is called Tom! He's after one rodent in particular and will resort to the most dastardly tricks to capture him! There's one little problem, Jerry has a few tricks of his own that are quite unusual to the rodent population; throwing bombs or laying sophisticated traps to name but a few!

Tom won't give up easily, he's been in this game for years and has seen more mice than you've had hot dinners! This cat has a quest and nothing, not even being electrocuted, burnt or stunned can change his mind.

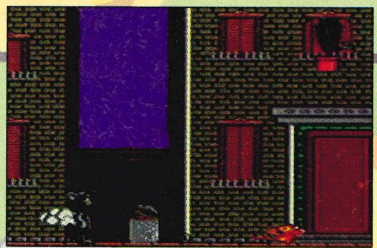
Suitable cartoon-style music and an excellent title screen await you. Unfortunately there's no options whatsoever, not even a difficulty selection. It's straight into the game, unless you feel like wasting a few minutes watching the intro demo!

Mayhem begins in the kitchen where Jerry will taunt you before dashing off into the distance. The chase is on! Jerry stays within sight, but is usually just that little bit too far to reach. He can also creep under objects that Tom has no chance of getting under, so other ways must be found! Climbing across the kitchen, you'll have to avoid dripping taps, red-hot stoves and the occasional bomb thrown by Jerry to survive! There are no baddies to kill or bonuses to collect, but you're too busy avoiding obstacles and planning your next move to worry about that!

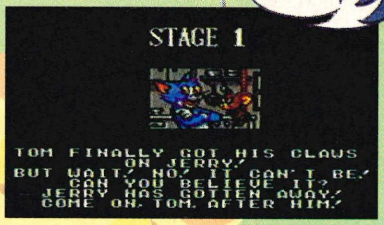
Manouvering Tom is quite easy, but he is frustratingly slow ; I expected that he'd at least have the ability to run quickly. Much pounding of the joypad found that his top speed is a slow stroll. However, once you get used to it, it's not that noticeable.The animation of both characters is quite impressive: Tom jumps and pussyfoots in a very realistic way and Jerry is so nimble he makes Tom look like a lumbering idiot!

Kitchen level is very easy, you shouldn't have any trouble catching Jerry here. On the earlier levels, Jerry will actually wait and taunt you if you're trailing behind, but this happens less and less as the game progresses. By level 3, the puzzles become much harder and you'll have to use your brain to solve them, but it's generally an easy game to complete. Don't be put off by its lack of difficulty, it really is worth playing as it's great fun.

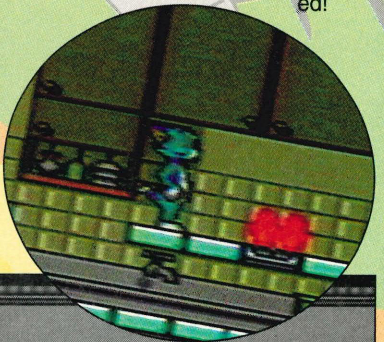
My only moan is that it's too short. 6 levels of any game is very short and in an easier game you really notice it. You could catch all 6 mice in a couple of hours if you're particularly puzzle-minded!

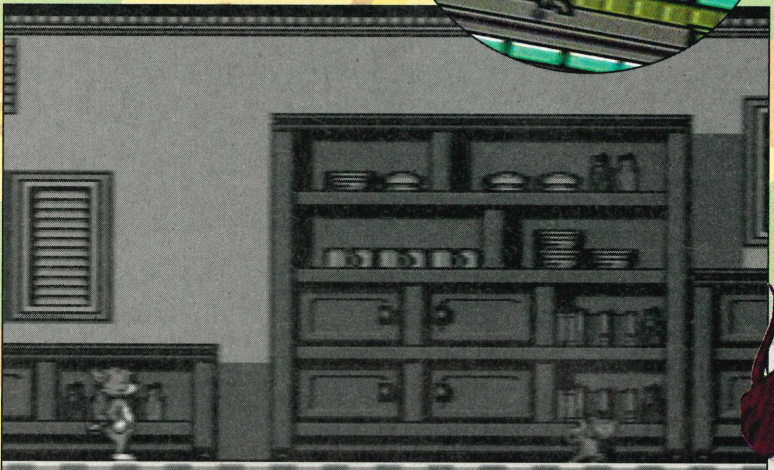


Jerry has dashed ahead, but Tom's lumbering miles behind. The trick is to get into a steady rhythm!





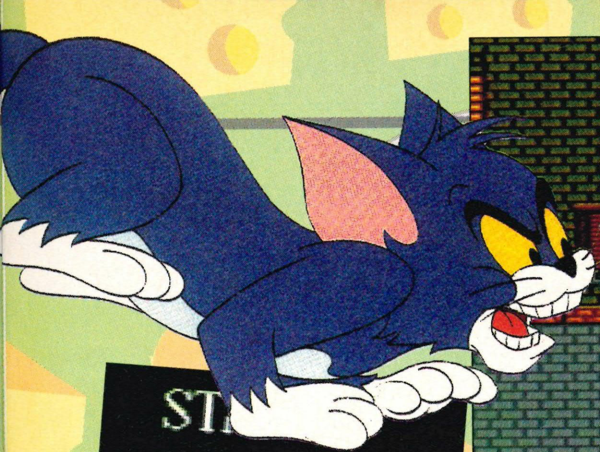




In the kitchen. This level is pretty easy, but try to catch Jerry early on because the further you go into the kitchrn, the hairier it gets! Watch out, especially for overhead cups and saucers - Jerry can dodge these but they'll get Tom every time!



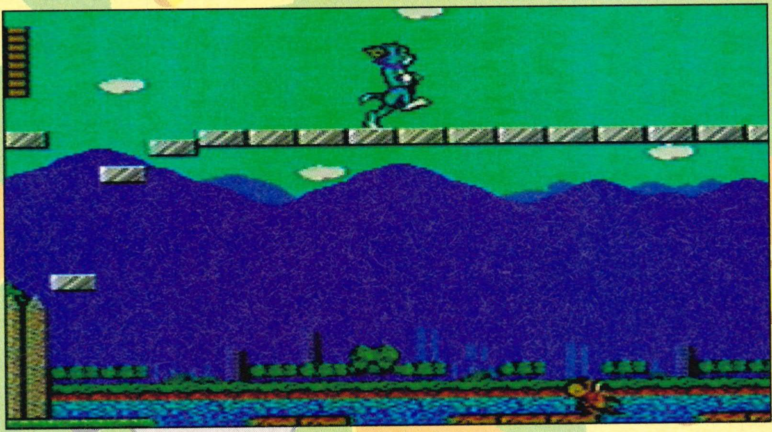
Tom ... banned in Sweden for being too violent.





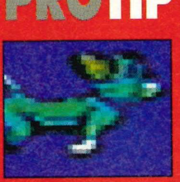


Just when you thought you had him, the blighter runs off again. Jerry's pretty nifty, and will wait and taunt you if you're too slow. You can trick him quite easily by pretending to be slow and then pouncing. Serves him right for being so cocky!

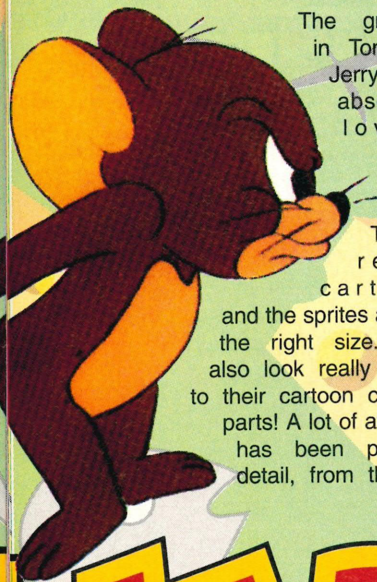


Running across the bridge as fast as you can is the only way to get Tom over safely. Suprisingly though, Tom can swim really well, which has got to be a first for cats everywhere!

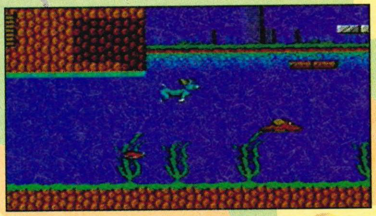
PROTIP



When swimming, stay away from the top of the water, otherwise you'll get trapped and die!



The graphics in Tom and Jerry are absolutely lovely! They're really cartoony and the sprites are just the right size. They also look really similar to their cartoon counterparts! A lot of attention has been paid to detail, from the brilliant backgrounds, right down to the smallest objects. Even falling obstacles such as cups and saucers are drawn very well and this makes the game very pleasing to the eye. The same praise must be given to the music. It follows the same cartoon-style all the way through and has an addictive tune that will have you humming away all day!

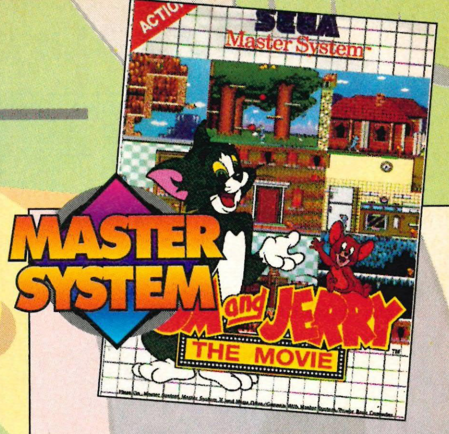


Despite the ease of this game, you'll find it a joy to play. There' are lots of niggly puzzles that will have you tearing your hair out if you can't work out the solution! The graphics and sound make this game attractive, but I'm not sure if it's enough. Yet another game from Sega which holds loads of promise, but is let down by its simplicity.

●Sam "the kitten" Hickman

JERRY MOVIE





TOM AND JERRY

SEGA UK ● £29.99 ● OUT NOW

CART SIZE.....2Mbit
PLAYERS 1
STAGES...............6
SKILL LEVELS 1
FEATURES ....n/a
CONTACT
Sega © (071) 7278070



ACTION
STRATEGY

GRAPHICS 85%
▲ Graphics varied throughout.
▲ Lots of attention is paid to detail.

SOUND 80%
▲ Great tunes suit the game.
▼ Would be better if there was more than 1.

GAMEPLAY 80%
▲ Puzzle element gives lots of fun.
▼ Controls are a bit fiddly.

CHALLENGE 60%
▼ Levels are too easy.
▼ Game is too short.f

PROSCORE 74%

A brilliant game which is let down completely by its lack of length and challenge.

Dino has two cats, one called Nancy, the other called Thomas.

SUPER OFF ROAD

Super Off Road is the latest pile'em up racing game for the Game Gear. It's already been released on the Mega Drive and was voted a success by the Pros. There is no storyline, as such, for the game, it's pretty straightforward. There's no good sportsmanship or high morals to be found here. The general idea is to bomb round the track in your monster truck as fast as possible, crashing the other 3 rivals out of the way. If successful, you become supreme champion of the racetrack and get the scantily clad race groupie as a prize (not to mention loads of cash!). That's if you make it that far. So, if being the sexiest, richest driver on the road appeals to you, what are you waiting for?

Hitting start brings you straight onto the first track, via the name input screen, and it's pedal to the floor. The tracks look pretty easy with only a few obstacles and turns, but there are lots of ramps, jumps and hills, to stop you from getting too good, too quickly. These can send you spinning off in all directions, so be careful out there because lots of time can be lost recovering from bad spins. Another hazard, of course, are the other computer opponents who knock you off track whenever possible.

The first truck to finish four circuits of the track wins the race. The first track isn't too difficult, but the others become progressively meaner, with lots more obstacles and deeper water to confront. If you don't avoid the water then you could be in deep trouble. Bonuses vary from cash to nitro boosts and can be picked up around the track.

Controls are simple, with the joypad turning the car left or right, start toggles the pause while button 1 accelerates your vehicle and button 2 supplies nitro boost, which gives instant acceleration.

When you complete the race, you receive prize money relative to your position and then it's off to the shop to spend your readies. As always, when buying power-ups, it's worth saving for the more expensive items.

The graphics on Super Off Road are generally good, although the cars are quite small and square. The sound is really awful with very little in the way of sound effects, but you probably won't notice as you'll be too engrossed in your driving.

●Sam "Iron Girl" Hickman

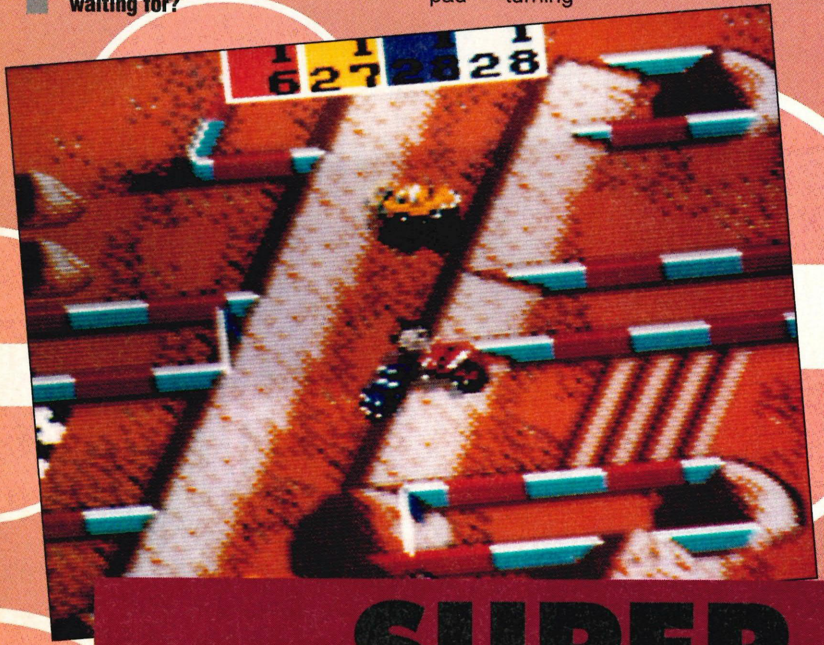
PROTIP Don't waste all of your money early on in the game by buying loads of cheap equipment. Save up and buy the more expensive items as soon as you can.

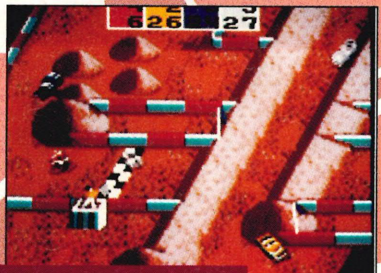


GAME GEAR



This track is a real bitch. I usually use nitros to get up the ramp and along the first straight. Then, it's all downhill!





Hard hats on, here we go.

SUPER OFF ROAD

VIRGIN ● £24.99 ● OUT DEC

CART SIZE.....2Mbit
PLAYERS 1
STAGES.................8
SKILL LEVELS.......1
FEATURES ....n/a
CONTACT
Virgin © (081) 960 2255

AVAILABLE IN UK

ACTION / STRATEGY

GRAPHICS 80%
▲ High quality graphics especially on the track.
▼ Cars are a little disappointing.

SOUND 70%
▲ Sound quality is good.
▼ Tune is awfully annoying.

GAMEPLAY 82%
▲ 8 different tracks and fast play.
▲ Addictive and hours of fun.

CHALLENGE 86%
▲ Lower levels are easy, but it gets pretty mean.
▲ A good challenge throughout.

PROSCORE 84%

It's brilliant fun and you'll probably become addicted after picking it up. It's certainly the best track racer on the Game Gear.

What do you do if your fun house becomes infested with rats? Call pest control? Move house? Well, if your name is Krusty the clown, problems like this don't bother you. Why worry when you can call your mates Bart and Homer Simpson over to squash the blighters in one fell swoop. Sounds easy? Well it would be, only you have to lead the rats to the traps manned by the Simpsons and friends. Oh, and there's also snakes, flying pigs and aliens to contend with. You'll have to avoid being squashed , pecked, shot at and spat on in order to get Krusty's Super Fun House back to its usual state again. Think you got what it takes? Then welcome to Krusty's House of Fun...........

Krusty is seriously fed up. He needs your help to free his funhouse from the 'orrible vermin that live there. You'll have to trap the pests by moving blocks, connecting pipes and finding secret passages, which then lead the rats to their fatal destiny.

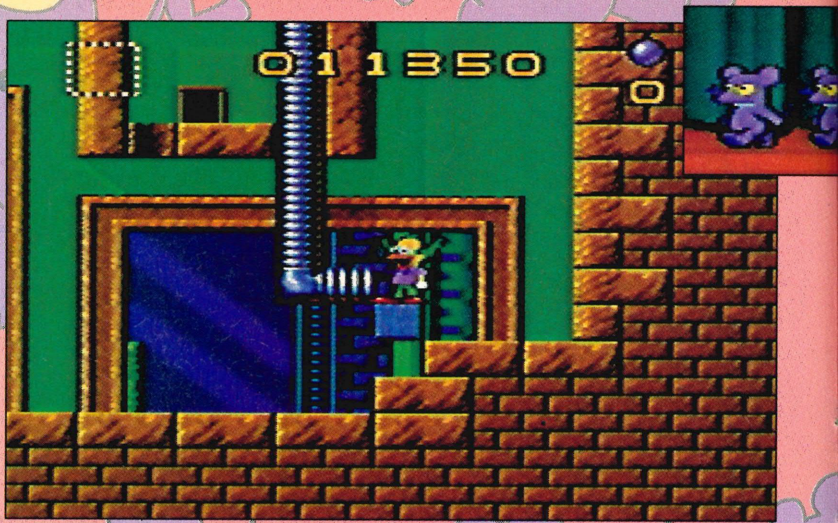
After reading a scribbled message from old Krusty, you'll find yourself in the hallway of the house. There are up to 14 rooms in each hallway and you have to catch the rats in every room to progress to the next level. You can complete the rooms in any order and if you complete them in enough time, you'll progress to the bonus level. At the end of every level, you are presented with a certificate from old Krusty saying how great you are for catching all the rats in the hall.

Level one is really, really easy. The most dangerous enemies to contend with are the pathetic snakes, which can be splattered with a single custard pie from Krusty. There's not much action going on here, the gameplay is quite slow and simple -

PROTIP



When you've finshed a level, remember the password Krusty gives you. This can be used to re-access the levels when you restart the game.



Krusty sucks the rats into the blower- leading the furry fiends to Bart who inevitably squashes the pests. There's no mercy from these two pranksters.







Welcome to the house of fun.





it's just a matter of going through the motions to get to the next level.

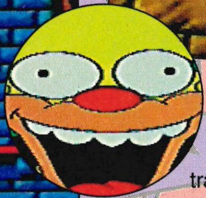
As you move on to higher levels, you'll find that the rooms become more complicated. You have to move more blocks, etc to trap the rats, the rooms are more complicated and the baddies get meaner (including flying pigs and aliens with laser guns). The tools that you are given to catch the rats also become more sophisticated. Objects such as glass jars and blowers become available by level three, which makes the gameplay more interesting. However, the same

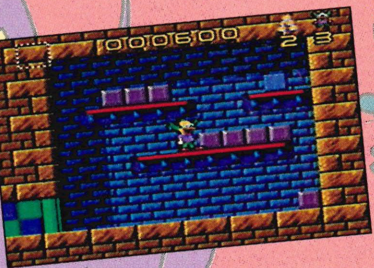
Krusty and Bart will even resort to treetop tactics to catch the rats. Using the blocks will help you get the rats up there.



Most people use rat poison. However, Krusty is determined to trap his rats in the most complicated method possible.







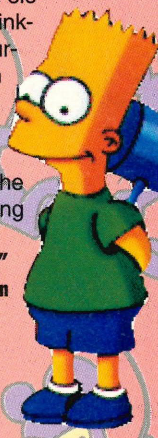
principle behind catching the rats runs throughout the game, so it becomes very repetitive after a while. The rats move in exactly the same way and will blindly follow any old trap laid down for them. Most of the levels are quite easy to complete, but the higher levels can take a lot of working out.

Solving the puzzles to trap the rats makes this game really work for a while. After about 30 minutes, I began to lose interest. I kept expecting something exciting to happen, only it never did.

The graphics are also kept pretty basic and are similar throughout the levels. The brightness of the colours makes up for the simplicity of the graphics to some extent, but they're generally not very imaginative. The tools that you pick up along the way are quite good, especially in later levels and the animation is okay as far as it goes, but again everything is basic and moves in the same way. The sound is actually quite good, but is too repetitive and doesn't help the atmosphere of the game.

Krusty's Super Fun House is more suitable for younger or inexperienced players. There is not enough content in the earlier levels to keep more experienced players occupied. But if you're game, the puzzle element will keep you thinking and you'll find yourself coming to the fun house again and again. However, if it's action you're after, this won't have you on the edge of your seat begging for more.

●Sam "play it again" Hickman



SUPER
OUSE



KRUSTY'S SUPER FUN HOUSE

FLYING EDGE ● £39.95 ● OUT DEC

CART SIZE.....8Mbit
PLAYERS 1
STAGES.............60
SKILL LEVELS 1
FEATURES ...password
CONTACT
Acclaim UK ✆ (0892) 877788

AVAILABLE IN UK

ACTION
STRATEGY

GRAPHICS 75%
▲ Average graphics; colour makes up for simplicity.
▼ Not much attention is paid to detail.

SOUND 80%
▲ Tune itself is quite good.
▼ Gets too repetitive and annoying.

GAMEPLAY 75%
▲ Controls are easy to handle.

CHALLENGE 68%
▼ Earlier levels are too easy.
▼ Experienced players will finish this very quickly.

PROSCORE 75%

The first levels are too easy, but later levels are very playable. This game will keep you occupied, but try before you buy .

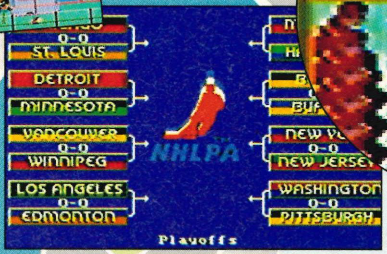
Krusty - or the pied piper?

HO



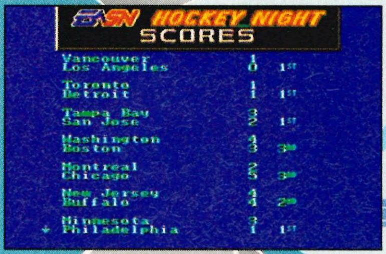


Goal! Number 22 defeats the goalie and smashes it into the back of the net! Now go to the action replay mode to watch your moments of glory over and over again!





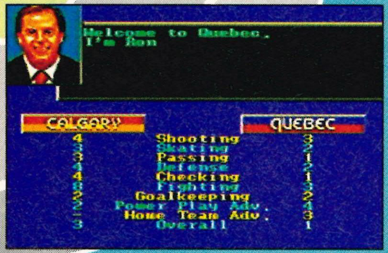
The playoff mode shows all players involved in the tournament, but you can also play singular games, so you don't affect your championship chances!



The hockey scoreboard shows scores of games played that day and updates for your own reference.

PROTIP To get rid of a tough opponent, use the body check a few times. This should injure them enough to be forced out of the game. It's also safer than using a hook which could see you immediately sent to the box.





Ron Barr gives his opinions at the beginning of each game, and picks his stars at the end.



MEGA DRIVE

NHLPA Hockey has been hailed as the all-important follow-up to EA Hockey. But, is it better? Let's face it, there have been claims to the "best hockey game" with every other hockey release in history. In reality, all have failed miserably. NHLPA is designed by the same team that brought EA Hockey and John Madden Football into your living room and if anyone can do it better, these guys can!

It boasts all the high-speed action of the previous game with many added features guaranteed to keep you playing for hours on end .There's more teams, more players, more statistics and enough super-violence to satisfy even the most gory Sega gamester!

So, grab your hockey sticks, get your puck ready and put that protective gear on, because if you want to play NHLPA, you're going to need them.

NHLPA Hockey has many new features and the options screen provides you with a myriad of choice. For those of you unfamiliar with ice hockey, it's useful to watch an exhibition game to help you get the hang of what's going on. There's also the familiar game length option, teamplay options and penalty options to choose from.

Each team's vital statistics can be seen on the comparison screen and are based on the real 1992 season performances. Individual player statistics can be saved, so you can keep a check on exactly who's pulling their weight and who isn't!

The game is played in tournament style and only the winners progress, but teams that beat you can be played again for a second chance. One great advantage is that you can save the matches you have already played and come back to them without using passwords.

Begin the game for real and you'll experience all the action of previous hockey games: fast gameplay, ultra-violence and unfair refs! There's lots of new moves too, the best being a perspex-shattering slapshot which is truly spectacular! The goalies are faster and harder, making it more difficult to score goals. The players have a few new tricks too and the hooking option is good for tripping up



pro YO!



Ice Hockey is a growing UK spectator sport.

NHLPA
CKEY
93



This shows the complete ice hockey stadium - crowd and all! The goalie at this end doesn't seem to be having much acton at the moment, but this could change any minute now!

the opposition, but doing that may result in an on-screen punch-up with blood pouring onto the ice.

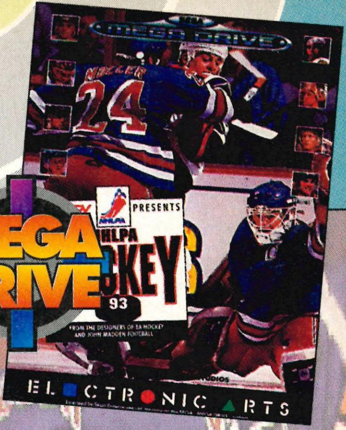
The gameplay is both slick and smooth and control over the team is easy. It does get confusing when there's too many players and sometimes you can't see the puck very well, which is when tempers begin to fray. As the puck is kept central by the camera, sometimes only half the court is shown - making it quite hard to predict where your players are on the hidden half.

When the game is over, scores are calculated and stars of the game are chosen. If you win, you progress to the next round for another session of verbal and bodily abuse. For updates on the opposition, the "highlights" screen displays the scores of all games. There's so much information available and what's more its all factual - for the real fans out there.

All animation sequences are very classy and there is none of the "jerkiness" which can sometimes be seen on similar games. The sound and spot effects are excellent. Crowd noise is brilliant as it responds with your gameplay (i.e. "applause" or "booing") and the soundtracks are very dramatic and fast, adding to the overall atmosphere.

NHLPA Hockey is marginally better than its predecessor, EA Hockey. If you have the original, then you may be advised not to splash out for, what is basically, a similar game. However, if you haven't already bought the original, NHLPA Hockey will provide hours of entertainment for any willing gamester out there!

Sam "hit 'em 'ard" Hickman



NHLPA HOCKEY'93

EA ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 2
STAGES..................7
SKILL LEVELS.....n/a
FEATURES ...teamplay
CONTACT
Electronic Arts© (0753)549442

AVAILABLE IN UK

ACTION / STRATEGY

GRAPHICS 84%
▲ Good close-up detail and stills.
▲ Animation is smooth.

SOUND 96%
▲ Music changes according to game situation.
▲ Crowd noises are brilliant.

GAMEPLAY 92%
▲ Fast and furious.
▼ Sometimes a little confusing.

CHALLENGE 87%
▲ Lots of tough teams to beat.
▲ Even seasoned pros will be kept occupied.

PROSCORE 92%

A good all rounder which will keep you going for hours on end! Brilliant action, but don't expect too many changes from this sequel.

Don't start fights that you can't finish.

MEGA DRIVE

Jennifer Capriati TENNIS

Jennifer Capriati is the youngest tennis superstar in the world – at only 13 she was gracing the courts with her outstanding play. Now she's all of 16 years old , but watch out, she still promises to be the hottest babe on the Mega Drive since Alisia Dragoon!

There's not a great abundance of tennis games on the Mega Drive, the only other one is *Grandslam Tennis*. So, being that sort of person, Jennifer's got her kit together and developed a tennis tournament that will truly knock your balls into next week!. All of the top names are here, and you'll be competing against 12 players in four tournaments to become the world champion. If you think this is going to be another easy Mega Drive game then think again because these players are out to get you!

You'll have to be tough to survive *Jennifer Capriati's Tennis* and nothing, not even the most vigorous training programme, can prepare you for the games you're about to face!

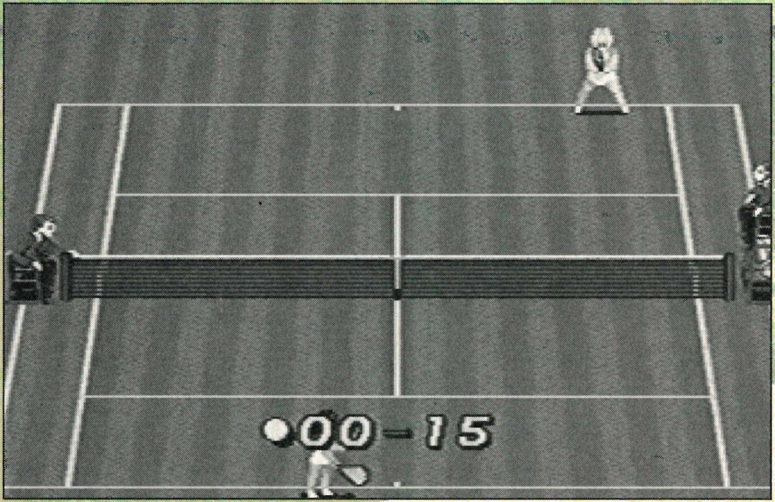
Power-up and you're faced with Jennifer Capriati looking mean and ready to do business! A trip to the options screen shows that there are loads and loads of options. Customising your own player is one of the best choices here. This involves selecting your name, race and style. Players can even be given a sex change, if you like! There are three types of court on which to play, and the game can be played over one, three or five sets.

If you're not up to tournament standards, you can play training mode. This is designed to eliminate weak points and is a good way to get used to the positioning of shots and the different court surfaces. After a while, you'll find that the training mode is quite pointless unless you're completely new to the game. It's very frustrating as the coach doesn't hit the balls back so it's too disjointed.

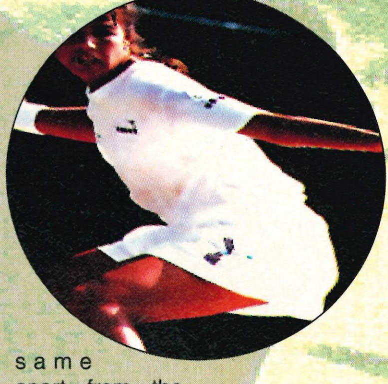
PROTIP



If you customise your own player, spread all of the abilities out equally, or otherwise your opponents will wipe the floor with you!



Jennifer's not doing too well against the no. 2 seed, Sellers from Canada. A few aces should soon solve that problem though!



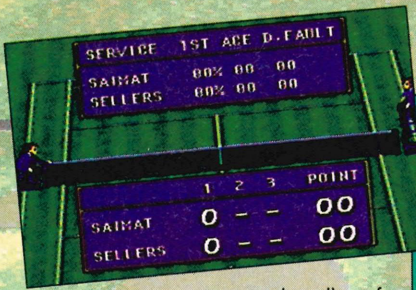
If you have any self-confidence at all, you should begin on the circuit mode. You select your player and the computer selects your opponent for you (you can only play singles in this mode). Choose carefully, as you can't change after the match has begun! The tournament, however, is played knockout style, and if you lose at any point in an individual tournament you'll have to begin all over again (very annoying).

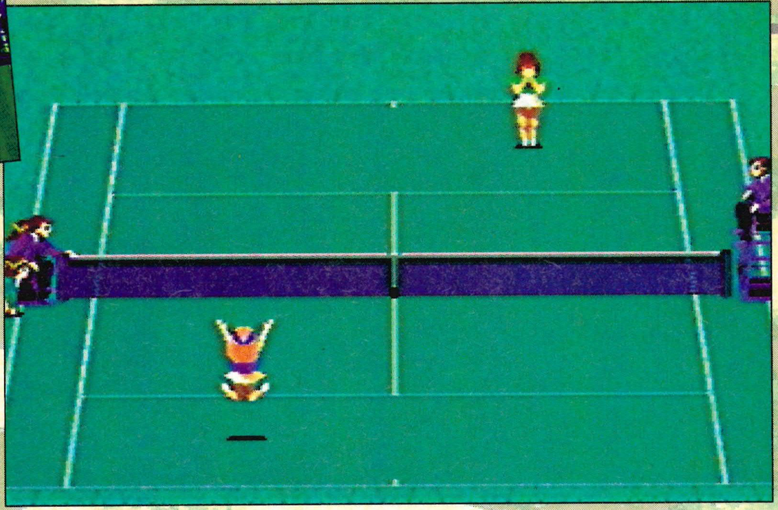
Gameplay really is as fast as you want it to be; if you're good then the games will fast, if not, you'll spend most of your time running for the ball. There are three different shots available, according to your position on the court, but they're all much the same apart from the smash. You'll need quite a bit of skill to perfect these, as if you don't catch the ball quite right, it will go careering off all over the place. It's a pity about the limited array of shots, as this does make the game quite repetitive.

On court, the graphics are kept simple, but this works as simple graphics are all that is needed. However, the sprites are a bit fuzzy



Little Jennifer started playing international tennis when she was just 13.





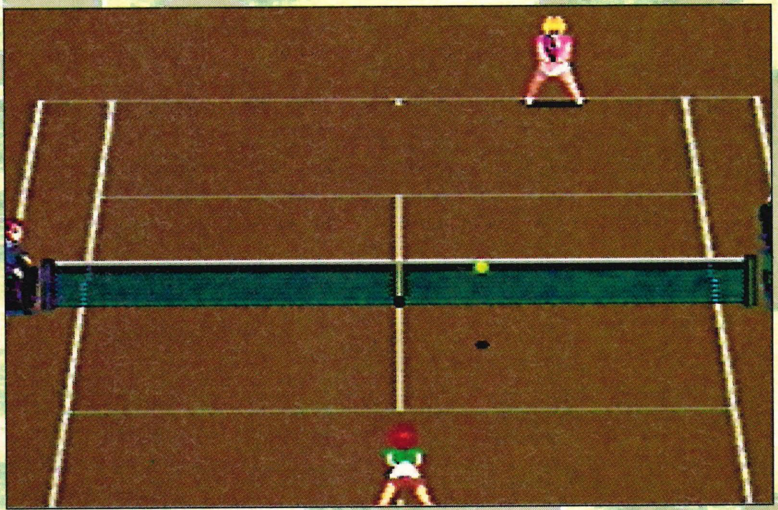
Yes! Champion of the world! Old Jennifer's not too happy though. Her no. 1 ranking has been taken away, and she's been reduced to tears in front of all these people!

and all of them seem to have massive black eyes! The dives and serves are quick and smooth, but it looks a bit strange when the players move from side – they seem to just glide across the court. Animation is also poor at the end-game sequence where the player jerkily jumps up and down in victory.

Sound is severely limited, with no tunes or ditties during the game, just a simple composition on the title screen. In-game effects consist of a simple ball-hit noise and a dreadful crowd rumble – so bad that the game would be better off without it. Speech tries to liven things up, but the umpire and linesmen have heavy Japanese accents which makes the already poorly digitised line-calls and scores almost unintelligible.

The limited shots, poor sound and simple graphics hold nothing to keep you attracted to this game after a few sets. I quickly became bored, even in two-player mode. This game lacks real playability because of the stop-start gameplay, which is very frustrating at the best of times. Even if you love tennis, I would definitely suggest you wait to see how Absolute Entertainment's *Amazing Tennis* and Tecmagik's *Andre Agassi's Tennis* turn out.

● Sam "ace" Hickman



Clay courts make the ball bounce really high, but the balls are not as fast. Hard courts do not change ball speed, and lawn courts prevent high bounces. Choose your court carefully to get the best from your player!





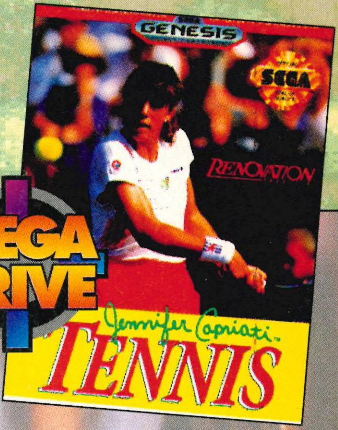
Customising your own player is a good choice, but you won't be ranked until you've won a tournament.



Get ready for a 1 set match between these superstars! if you're not up to scratch then you'd better get some training in pretty quickly!



Little Dino started playing computer games when he was 3!



MEGA DRIVE

JENNIFER CAPRIATI TENNIS

RENNOVATION ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 2
STAGES..............16
SKILL LEVELS........4
FEATURES ...password
CONTACT
see importer

AVAILABLE IN USA

ACTION
STRATEGY

GRAPHICS 71%
▲ Simple graphics keep things simple and speedy.
▼ Sprites are jerky with few frames of animation.

SOUND 62%
▲ Limited effects during the matches.
▼ Speech is really awful.

GAMEPLAY 68%
▼ Stop-start gameplay with long pauses.
▼ Becomes too repetitive after a while.

CHALLENGE 70%
▲ Lots of matches with many varying players.
▼ But will you still be there to play them all?

PROSCORE 69%

Only sad people who love constantly returning volleys should apply here – very boring and not much fun.

WIN!



A MEGA DRIVE, Desert Strike, Kid Chameleon and a set of 4 Pro-Master books.
10 Runners-up win a set of Pro-Master hint books

Remember the old days of role-playing books? How about Ian Livingstone? No? Okay then, be awkward! Ian Livingstone wrote a series of books in the early eighties which required you to make decisions, fight monsters and generally be heroic. These were lapped up by children and adults alike, and a few are still around today.
Mr Livingstone has now turned his attention to the console market and has edited a series of complete solution books for Sega games. They offer complete solutions to games such as Sonic the Hedgehog, Kid Chameleon and Decap Attack. Tons of piccies and a complete run down of every part of the game combine into what is a very informative read.

Well, the generous people at Simon&Schuster, publishers of the series, have set up a little competition for you lucky bleeders out there. For the fantabulous first prize, we have a spanking brand new Mega Drive with a copy of Desert Strike, Kid Chameleon and a complete set of 4 Pro-Master books and for the 10 runners-up there are complete sets of Pro-Master books!



"What do I have to do to get my grubby paws on these most excellent prizes?", I hear you cry. Well, just jot down the answers to the three questions below and send them on the back of a post-card to: I Want To Be Your Master, Sega Pro, 124 Old Christchurch Road, Bournemouth, Dorset. BH1 1NF.

All entries must be in by December 15th, 1992, or they'll be thrown in the bin and your stamps given away to Karen, our luscious secretary!

1. Which series of books did Ian Livingstone write in the early 80s?
(A) Delia Smith's Home Cookery
(B) Fighting Fantasy
(C) The Joy of Sex

2. How many Pro-Master books are in the series?
(A) 4
(B) 3
(C) 32,435

3. In which book does the Sonic the Hedgehog solution appear?
(A) 2
(B) 1
(C) 3

EASY PEASY!

Send me those goodies right now.

1)		2)		3)	
	A		A		A
	B		B		B
	C		C		C

NAME...
ADDRESS..
....
....Post Code.......................
Machine(s)..............................Age..........................



SUPER SMASH TV

FLYING EDGE ● £24.99 ● OUT NOW

CART SIZE.....2Mbit
PLAYERS 1
STAGES............18
SKILL LEVELS.......3
FEATURES ....n/a
CONTACT
Acclaim ✆ (0962) 877788

AVAILABLE IN



ACTION

STRATEGY

GRAPHICS 60%
▼ Sprites are too small and poorly detailed.
▼ Too repetitive throughout.

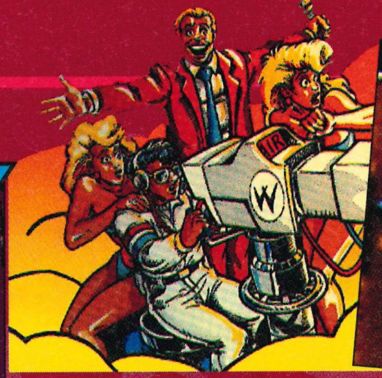
SOUND 60%
▲ SFX are quite varied and realistic.
▼ Soundtrack is pretty grim and doesn't change.

GAMEPLAY 58%
▼ Levels are too easy for anyone but beginners.
▼ Guardians take too much firepower to beat.

CHALLENGE 55%
▼ Not much of a challenge for most.
▼ You'll finish this really quickly.

PROSCORE
58%

This is nothing like the arcade version. It's too easy and the graphics/animation are limited by the screen. Nothing here to interest most gameplayers.





The year is 1999. The human race has become ruthless and blood thirsty. Gone are the days of "The Generation Game" and "Beadle's About!". Now the people just can't get enough gore, so the TV networks have cashed in and produced Smash TV, the most dangerous life-threatening game show of them all!

Contestants are sent into a closed arena where they must seek out the huge cash prizes strewn around to make them the Smash TV grand champions. All around are enemies, human and inhuman, that are not only out to stop them grabbing prizes, but are also intent on ending their lives! Gruesome stuff eh? This is one of the most violent games around so if you think you're tough enough, then you'd better step in the ring.

Yes! It's finally arrived on the Game Gear! Not before time either, eh? Well anyway, to the game. Power up and the title screen is a very small and simply animated shot of the Smash TV logo. Disappointing so far, but don't lose hope yet!

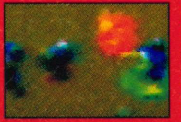
The options screen is a very simple affair, there is no difficulty setting and there's not really any choice either. The full extent of the options is whether to have the music and sfx on or off. I'd definitely rather have the music off, thanks all the same.



● Roll up, roll up! Get blasted into your component molecules by a stream of sub-sonic hot lead while-U-wait!

Start the game and the ringmaster beckons you into your starting place. Then, before you know it, you're in the firing zone! Mutoids swamp you from everywhere, but a few blasts of your gun or a couple of bombs should do the trick. A few more screens worth of aliens and the giant tanks appear. If you make it this far, and things are only hotting up, then you meet Mutoid Man. It's really easy up to this point, but

PROTIP Its easier to stand in the corner and fire than stay in the middle and get splifficated immediately.



Mutoid is a real toughie. You have to hit him about 50 billion times before even one arm will fall off, let alone the rest. Later levels are the same, easy up to the guardian and then frustratingly hard!

Graphics are very, very basic throughout the game and the animation is particularly bad. Because the sprites are so small, you often can't see the direction you're firing in, which is an essential part of the game!

This game is a real disappointment. Its really different from the arcade version, as the object is to get as much cash and prizes as possible. Its alright for about half an hour, but if you just paid £25 for it you'll feel like a real idiot!

Sam "come on down" Hickman





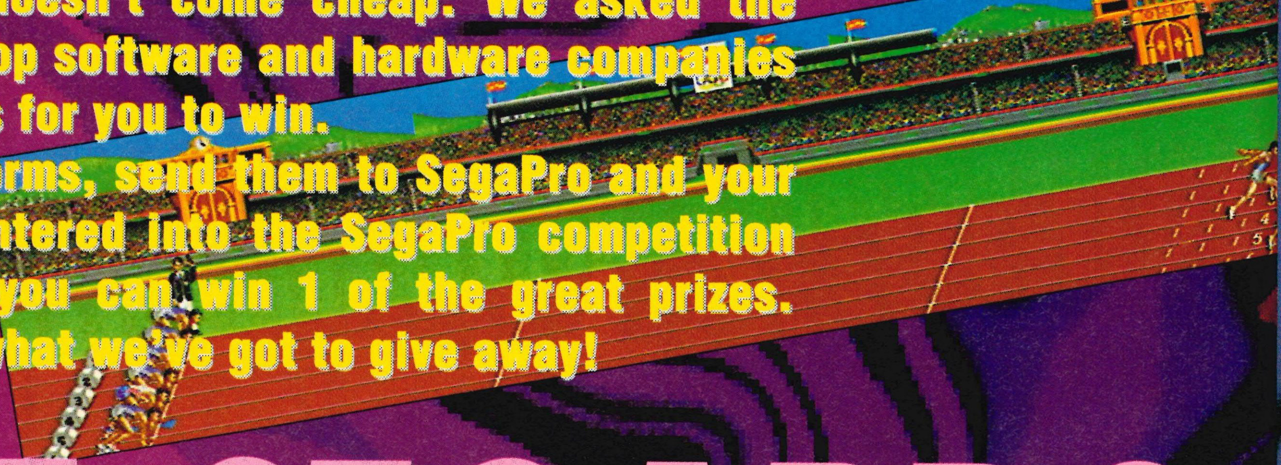
Players also compete for their lives i[illegible]ur old classic "Deathrace 2000"





Over the following 3 pages are the readers' survey and the Golden Cart Awards, where we find out what you want and which products you liked or hated. But info like this doesn't come cheap. We asked the guys from the top software and hardware companies to donate prizes for you to win.

Complete the forms, send them to SegaPro and your name will be entered into the SegaPro competition hat. If drawn, you can win 1 of the great prizes. Take a look at what we've got to give away!



MATT GROENING

THE SEGAPRO AND GOLDEN



WIN 70 PRIZES DONATED BY THE FOLLOWING COMPANIES WORTH £1675

PRIZE	WORTH
SPECTRAVIDEO	£550
• 10 PROPADS (MD or MS only)	
• 10 SIGMA RAYS (MD or MS only)	
• 10 LOGIC 3 CARRY CASES (GG only)	
DATEL	£250
• 5 ACTION REPLAY PROS (MD only)	
US GOLD	£265
• 5 OLYMPIC GOLD CARTS (MD, MS or GG)	
• 5 US Gold T-shirts	
ACCOLADE	£265
• 5 UNIVERSAL SOLDIER CARTS (MD only)	
• 5 Universal Soldier Videos	
ACCLAIM	£265
• 5 THE SIMPSONS CARTS (MD, MS or GG)	
• 5 Acclaim T-Shirts	
DOMARK	£80
• 5 Klax T-shirts	
• 5 Pitfighter T-Shirts	

ENTRY FORM

Name...

Address...

....

....

If I win, I would prefer a (tick one):

- ☐ PROPAD (MD or MS only)
- ☐ SIGMA RAY (MD or MS only)
- ☐ LOGIC 3 CARRY CASE (GG only)
- ☐ ACTION REPLAY PRO (MD only)
- ☐ OLYMPIC GOLD CART (MD, MS or GG)
- ☐ US Gold T-shirt
- ☐ UNIVERSAL SOLDIER CART]
- ☐ Universal Soldier Video
- ☐ THE SIMPSONS CART]
- ☐ Acclaim T-Shirt
- ☐ Klax T-Shirt
- ☐ Pitfighter T-Shirt

My machine is a (tick one):

- ☐ Mega Drive
- ☐ Master System
- ☐ Game Gear

I hereby declare that I have ticked the appropriate prize box above, filled in the survey and Golden Cart awards fully, and correctly, to the best of my knowledge. If it is discovered that I have been telling lies, then I forfiet all rights to call myself a Pro.

Signed..

1992 SURVEY

CART AWARDS

SEGA pro SURVEY 1992

ABOUT YOU!

1. In which area do you live?

1 ☐ Grampian
2 ☐ Border
3 ☐ Yorkshire
4 ☐ Central
5 ☐ TV South
6 ☐ TSW
7 ☐ Ulster
8 ☐ Granada
9 ☐ STV
10 ☐ Anglia
11 ☐ Tyne Tees
12 ☐ HTV (West)
13 ☐ HTV (Wales)
14 ☐ Thames
15 ☐ Other (Please specify)
....

2. How old are you?

16 ☐ Under 10
17 ☐ 10-14
18 ☐ 15-17
19 ☐ 18-21
20 ☐ 22-35
21 ☐ 36-50
22 ☐ Over 50

3. Are you:

23 ☐ Male 24 ☐ Female

4. Are you:

25 ☐ At school
26 ☐ At college
27 ☐ Unemployed
28 ☐ Employed (Job Title ....)
29 ☐ Self Employed (Business type ....)

5. My weekly earnings are:

30 ☐ Zippo
31 ☐ Under £20
32 ☐ £21-£50
33 ☐ £51-£100
34 ☐ £101-£200
35 ☐ £201-£350
36 ☐ £351-£500
37 ☐ Over £500

6. How much, on average, do you spend on software purchases each month?

38 ☐ Under £20
39 ☐ £20-£40
40 ☐ £41-£50
41 ☐ £51-£60
42 ☐ £61-£100
43 ☐ Over £100

7. How much, on average, do you spend on software rental each month?

43 ☐ Zippo
44 ☐ Under £4
45 ☐ £4-£8
46 ☐ £8-£12
47 ☐ £12-£20
48 ☐ Over £20

8. How much have you spent on hardware this year?

49 ☐ Under £20
50 ☐ £21-£49
51 ☐ £50-£99
52 ☐ £100-£249
53 ☐ £250-£500
54 ☐ Over £500

9. Do you rent games?

55 ☐ No
56 ☐ From an official dealer (carts are badged for rental).
57 ☐ From an unofficial dealer.

10. If so, please supply details of the dealer

Shop Name.................................
Address.......................................

11. Which intrest or activity do you spend most of your free time doing?

58 ☐ Playing with your Sega console
59 ☐ Other (Please specify)
....

12. What most influences your decision to buy a magazine?

60 ☐ Cover Price
61 ☐ Cover Gift
62 ☐ Front Cover
63 ☐ Contents
64 ☐ Whatever is available

13. How many copies of SegaPro have you read?

65 ☐ 1-3
66 ☐ 4-6
67 ☐ 7-9
68 ☐ 9-13
69 ☐ All 14

14. How frequently do you intend to buy SegaPro in the future?

70 ☐ Through a subscription
71 ☐ Every issue
72 ☐ Occasional issues
73 ☐ Never again, bud!

15. How many hours per week do you spend playing games on your Sega console?

- 74 ☐ None (Why did you buy it then, dork?!)
- 75 ☐ Up to 2 hours
- 76 ☐ 3-5 Hours
- 77 ☐ 5-10 Hours
- 78 ☐ More than 10 hours

16. What other magazines to you read regularly?

- 79 ☐ Sega Force
- 80 ☐ Sega Power
- 81 ☐ Megatech
- 82 ☐ Mean Machines Sega
- 83 ☐ CVG
- 84 ☐ MegaDrive Advanced Gaming
- 85 ☐ Game Zone/ Sega Zone
- 85 ☐ Mega

17. Which other types of magazines other than computer magazines do you read regularly (If any):

- 86 ☐ Sport
- 87 ☐ Children's Comic
- 88 ☐ Adult Comic (Such as Aliens)
- 89 ☐ Music
- 90 ☐ Video/Hi-Fi
- 91 ☐ Youth Culture
- 92 ☐ Motorcycle/Car
- 93 ☐ Movie
- 94 ☐ DIY
- 95 ☐ Gardening
- 96 ☐ Puzzle
- 97 ☐ Lifestyle

18. Which machine do you own or intend to buy over the next year?

	OWN	Within 3 MTHS	Within 6 MTHS	Within NEXT YEAR
UK Mega Drive	98 ☐	107 ☐	116 ☐	125 ☐
Jap Mega Drive	99 ☐	108 ☐	117 ☐	126 ☐
US Genesis	100 ☐	109 ☐	118 ☐	127 ☐
Master System	101 ☐	110 ☐	119 ☐	128 ☐
Game Gear	102 ☐	111 ☐	120 ☐	129 ☐
UK Mega-CD	103 ☐	112 ☐	121 ☐	130 ☐
Jap Mega-CD	104 ☐	113 ☐	122 ☐	131 ☐
US Mega-CD	105 ☐	114 ☐	123 ☐	132 ☐
WonderMega	106 ☐	115 ☐	124 ☐	133 ☐

19. Do you own or intend to buy any other console or computer within the next year?

	OWN	Within 3 MTHS	Within 6 MTHS	Within NEXT YEAR
Super NES	134 ☐	143 ☐	152 ☐	161 ☐
Mega Drive	135 ☐	144 ☐	153 ☐	162 ☐
Master System	136 ☐	145 ☐	154 ☐	163 ☐
Game Gear	137 ☐	146 ☐	155 ☐	164 ☐
Game Boy	138 ☐	147 ☐	156 ☐	165 ☐
PC Engine	139 ☐	148 ☐	157 ☐	166 ☐
Neo-Geo	140 ☐	149 ☐	158 ☐	167 ☐
IBM PC	141 ☐	150 ☐	159 ☐	168 ☐
Amiga	142 ☐	151 ☐	160 ☐	169 ☐

20. How do you rate the previous issues (please leave scores blank for any you didn't see):

	Excellent	OK	BAD	DIRE
Issue 1	170 ☐	184 ☐	198 ☐	212 ☐
Issue 2	171 ☐	185 ☐	199 ☐	213 ☐
Issue 3	172 ☐	186 ☐	200 ☐	214 ☐
Issue 4	173 ☐	187 ☐	201 ☐	215 ☐
Issue 5	174 ☐	188 ☐	202 ☐	216 ☐
Issue 6	175 ☐	189 ☐	203 ☐	217 ☐
Issue 7	176 ☐	190 ☐	204 ☐	218 ☐
Issue 8	177 ☐	191 ☐	205 ☐	219 ☐
Issue 9	178 ☐	192 ☐	206 ☐	220 ☐
Issue 10	179 ☐	193 ☐	207 ☐	221 ☐
Issue 11	180 ☐	194 ☐	208 ☐	222 ☐
Issue 12	181 ☐	195 ☐	209 ☐	223 ☐
Issue 13	182 ☐	196 ☐	210 ☐	224 ☐
Issue 14	183 ☐	197 ☐	211 ☐	225 ☐

21. Have you ever experienced difficulty in obtaining a copy of SegaPro?

- 226 ☐ Always
- 227 ☐ Sometimes
- 228 ☐ Never

23. How do you rate the general content of SegaPro?

- 289 ☐ Informative
- 290 ☐ Lively
- 291 ☐ Vague
- 292 ☐ Boring
- 293 ☐ Just right
- 294 ☐ Too Childish
- 295 ☐ Too patronising

24. How many people on average read your copy of SegaPro?

- 296 ☐ Only Myself (1)
- 297 ☐ 2
- 298 ☐ 3-5
- 299 ☐ More than 5

25. How do you rate the design of SegaPro

- 300 ☐ Too busy
- 301 ☐ Too colourful
- 302 ☐ Excellent (spot on)
- 303 ☐ Bland
- 304 ☐ Not interesting

26. Please give any comments you have regarding SegaPro.

....

....

....

22. Please rate the following features of SegaPro and tell us if you'd like more or less off them.

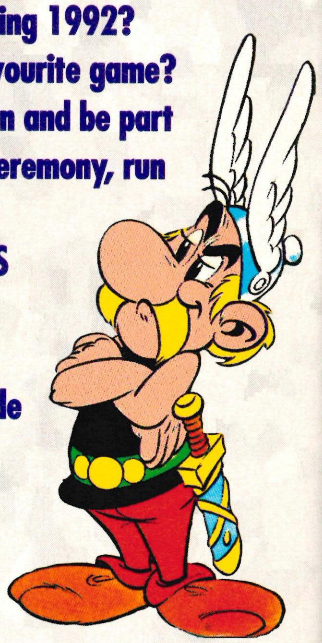
	RATING (%)	MORE	SAME	LESS
News	229 ☐	244 ☐	259 ☐	274 ☐
Jap News	230 ☐	245 ☐	260 ☐	275 ☐
Features	231 ☐	246 ☐	261 ☐	276 ☐
Previews	232 ☐	247 ☐	262 ☐	277 ☐
Mega Drive Reviews - Official	233 ☐	248 ☐	263 ☐	278 ☐
Mega Drive Reviews - Import	234 ☐	249 ☐	264 ☐	279 ☐
Master System Reviews	235 ☐	250 ☐	265 ☐	280 ☐
Game Gear Reviews	236 ☐	251 ☐	266 ☐	281 ☐
Mega CD Reviews	237 ☐	252 ☐	267 ☐	282 ☐
Game Charts	238 ☐	253 ☐	268 ☐	283 ☐
ProTips	239 ☐	254 ☐	269 ☐	284 ☐
Prohelp	240 ☐	255 ☐	270 ☐	285 ☐
Game Solutions	241 ☐	256 ☐	271 ☐	286 ☐
Game Over	242 ☐	257 ☐	272 ☐	287 ☐
Poster	243 ☐	258 ☐	273 ☐	288 ☐

ABOUT SEGAPRO!

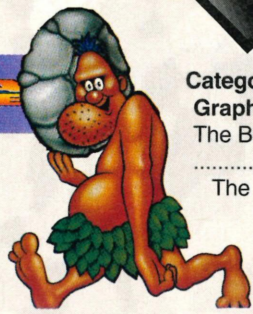




Just what are the best Sega product released during 1992? What's your favourite game? Join in on the fun and be part of the awards ceremony, run by SegaPro and sponsored by US Gold, Datel, Spectravideo, Domark, Accolade and Acclaim.



MEGA DRIVE



Category 1
Overall Game Award1992
The Best ....
The Worst ....

Category 2
Arcade Game Award1992
The Best.......................................
The Worst.....................................

Category 3
Strategy Game Award1992
The Best.......................................
The Worst.....................................

Category 4
Sports Game Award1992
The Best.......................................
The Worst.....................................

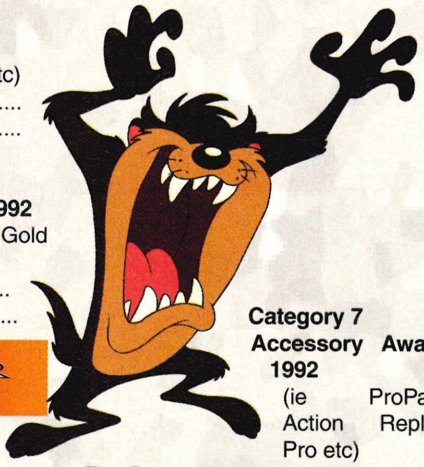
Category 5
Graphics Award 1992
The Best.............................
The Worst......................

Category 6
Sound Award 1992
The Best.................
The Worst.................

Category 7
Accessory Award 1992
(ie ProPad, Action Replay Pro etc)
The Best......................................
The Worst.....................................

Category 8
Software Publishers' Award 1992
(ie Sega, Virgin, Domark, US Gold etc)
The Best......................................
The Worst.....................................

MASTER SYSTEM



Category 1
Overall Game Award1992
The Best.......................................
The Worst.....................................

Category 2
Arcade Game Award1992
The Best.......................................
The Worst.....................................

Category 3
Strategy Game Award1992
The Best.......................................
The Worst.....................................

Category 4
Sports Game Award1992
The Best.......................................
The Worst.....................................

Category 5
Graphics Award 1992
The Best.......................................
The Worst.....................................

Category 6
Sound Award 1992
The Best.......................................
The Worst.....................................

Category 7
Accessory Award 1992
(ie ProPad, Action Replay Pro etc)
The Best.......................................
The Worst.....................................

Category 8
Software Publishers' Award 1992
(ie Sega, Virgin, Domark, US Gold etc)
The Best.......................................
The Worst.....................................

GAME GEAR

Category 1
Overall Game Award1992
The Best.......................................
The Worst.....................................

Category 2
Arcade Game Award1992
The Best.......................................
The Worst.....................................

Category 3
Strategy Game Award1992
The Best.......................................
The Worst.....................................

Category 4
Sports Game Award1992
The Best.......................................
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Graphics Award 1992
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The Best.......................................
The Worst.....................................

Category 8
Software Publishers' Award 1992
(ie Sega, Virgin, Domark, US Gold etc)
The Best.......................................
The Worst.....................................







LHX ATTACK CHOPPER

MEGA DRIVE

ELECTRONIC ARTS

LHX ATTACK CHOPPER

EA ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 1
STAGES............30
SKILL LEVELS 5
FEATURES ...password
CONTACT
Electronic Arts ✆ 0753 549442

AVAILABLE IN UK

ACTION / STRATEGY

GRAPHICS 70%
▲ Still shots and variety of missions are excellent.
▼ Graphics are too basic and "blocky."

SOUND 75%
▲ Nice opening tune adds to atmosphere.
▼ Doesn't last long enough, and there's only 1.

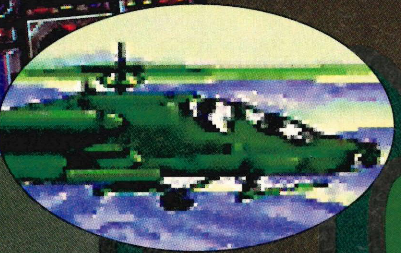
GAMEPLAY 71%
▲ Loads of missions and good variety.
▼ There's nothing new -it's all been seen before.

CHALLENGE 78%
▲ Lower levels ease you into the game.
▲ 5 difficulty levels and 40 different missions give a

PROSCORE 70%

Even though there's nothing new in this game, it's good for a few hours of ruthless murder.





Despite the brilliance of games such as Desert Strike and F22 Flight Interceptor, this game claims to outdo both and be the "first realistic 3D helicopter simulation." It doesn't quite make it, though!

Your mission is to bomb the living daylights out of anything that dares get in your way, in the name of justice and liberation! Guide your helicopter through the world's hottest battle zones (probably a certain middle eastern country) and complete your mission, or it's back to training school for you sonny boy.

There's little mercy and even fewer morals, so any soft-hearted babies had better stay away! For the rest of you, though, there's a mission to be completed and if you're the hottest pilot out of training school then get that aviator gear on, it's up to you to save the world!



When you log in, the choice of password entry, enables access to previous saves.

LHX ATTACK CHOPPER

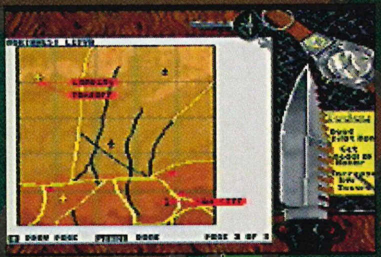
A very dodgy rotating LHX logo spinning over the battleground awaits you for the title screen. Before you know it, you've already passed the training stages and are about to embark on your first mission. Type in your name, but beware you're also signing away responsibility of your body and possessions! Choose a chopper(either an LHX or an AH-64 Apache), a difficulty level (from 5) and then you'll receive your mission orders which reads something along the lines of: "Kill all enemy troops and guns or hundreds of innocent civilians will die" - just the norm. Once you read the weather report and study the map, the action heats up.

In the cockpit, you'll see your instrument panel, which displays your weapons (there are 3 types of increasing damage ability), your forward view and head up display which shows your altitude.

What I immediately noticed was that movement is very slow. Moving across the mission area, the graphics are pretty basic and once locked on, the targets are very easy to blow up. The first missions aren't too challenging, obviously so that players can used to the controls, but they do become very difficult. After your mission has ended, you'll receive an outcome report and if you were extremely ruthless you might even get a medal!

LHX Attack Chopper is okay for a while, but the slow speeds and basic graphics can be irritating. When you compare it to the likes of Desert Strike or F22 Flight Interceptor, you'll find it pales into insignificance. Don't expect anything different, it's not here.

Sam "bomber" Hickman



Mission maps allow you to plan your routes and pre-select the enemy targets.

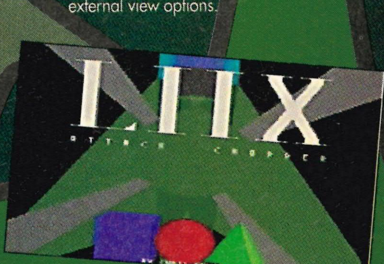


The small display (bottom centre) displays the target. There are also many external view options.

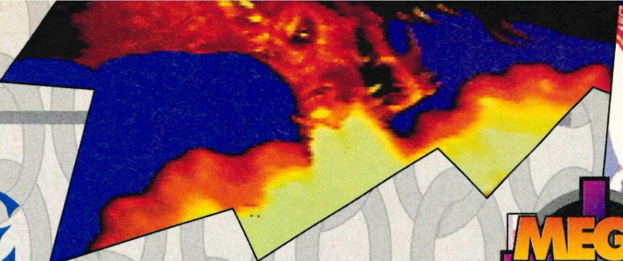
PROTIP



If you bring your altitude down too much, you'll get blasted by the enemy before you know it. Avoid this because it means lethal damage to your machine.



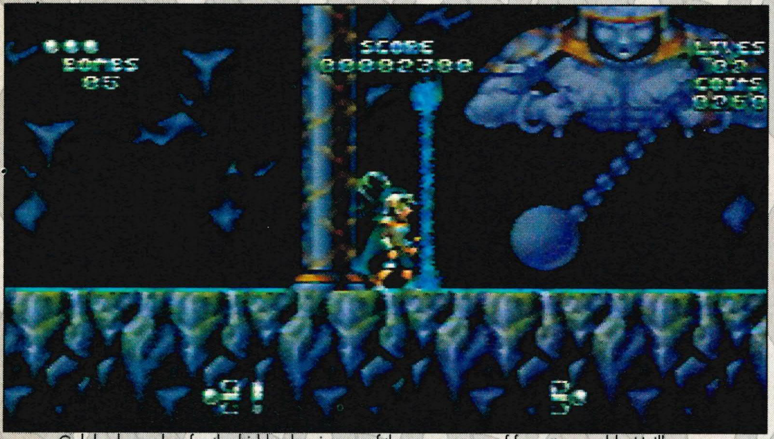
Another game to have its morals questioned?







The Legend of Galahad



Galahad searches for the hidden key in one of the many caves of forgotten worlds. He'll have to battle through many traps and kill loads of baddies to get there, though!



Oi! Give us a lift mate! A distinctly creepy character gives our hero a ride on his quest.



There's lots and lots of treasure to be found all over the place so you won't run out of money too easily!

MEGA DRIVE

vMiragorn Cimmerian is the world's greatest sorcerer, but he's evil and wants to meet King Arthur in person. Why? Well, it doesn't sound good. Our guess is that the evil wizard is up to no good whatsoever and wants to inflict some heavy damage upon the king. To help him gain an audience with Arthur, he has kidnapped the princess and stolen the treasure, in the vain hope that this will bring the king in search of him.

King Arthur has other ideas, though - you! As Galahad, son of Lancelot and the king's advocate, it's up to you to rescue the princess and banish the wizard to the darker depths of the earth. Watch out though, it isn't going to be easy and you probably thought that working for King Arthur was a breeze!

The general idea behind Galahad is to travel around the various different levels, killing baddies and collecting keys, in a royal quest to find the princess and slay the evil sorceror.

On the options screen, there's three different difficulty levels: training, normal, and hard (which believe me, is hard). A fault of the game is that it has no backup, so once you've turned it off, that's it.

Your first mission is to find the key which accesses another mysterious land. These first few levels ease you into the game, but be warned, later on it gets really tricky. Getting rid of the hordes of evil monsters shouldn't be a problem, as not only do you have a huge sword, but you can also buy or find loads of other weapons along the way.

As well as having traditional RPG overtones, it's a platform game which is almost like a shoot-'em up at times (only far less gory). There's lots of action and interest is maintained as each level is quite short.

The graphics on Galahad are good (which isn't surprising), with obligatory mystical characters, low-flying birds and bats, and lots of treasure strewn around. Galahad's animation is neat (I especially like the way his cape flows when he jumps). At times, though, I found that the character would disappear off the screen for a second or so.

I really enjoyed what is basically a platform game with role playing storylines. You won't find anything new here, but its nice to play, all the same.

●Sam "slayer" Hickman

PROTIP When killing monsters, stand back a bit and then slay them. If you run straight at them, they'll get you first time, every time!





The legend of Arthur lives on!

THE LEGEND OF GALAHAD

EA ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 1
STAGES.............21
SKILL LEVELS 3
FEATURES ...password
CONTACT
Electronic Arts ✆(0753) 549442

AVAILABLE IN UK

ACTION / STRATEGY

GRAPHICS 70%
▲ lots of detail and colour.
▼ Galahad dissappears off the screen!

SOUND 80%
▲ Adds atmosphere.
▲ Various different tunes.

GAMEPLAY 75%
▲ Short levels keep interest up.
▼ Only just fast enough.

CHALLENGE 75%
▲ lots of tough monsters and tricky sequences.
▼ Can get a bit frustrating after a while.

PROSCORE 74%

This is an average platform game helped along by using elements of RPG.Nevertheless an enjoyable play all the same.







KING COLOSSUS

KING COLOSSUS

SEGA ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 1
STAGES...............9
SKILL LEVELS 3
FEATURES ...password
CONTACT
see importer

AVAILABLE IN JAPAN

ACTION / STRATEGY

GRAPHICS 70%
▲ Many sprites and detailed backgrounds.
▼ Animation sequences are 'blocky' in places.

SOUND 70%
▲ Dreamy music throughout!
▼ Is not varied enoughand becomes annoying

GAMEPLAY 62%
▼ Death comes too quickly!
▼ Language barrier prevents full gameplay

CHALLENGE 65%
▲ Lots of levels and intricate detail
▼ Monsters are too easy to kill

PROSCORE 63 %

If you speak fluent Japanese, buy this game. If not, it may be wise to wait for an official UK release - if it ever gets converted.

All of the instructions and on screen text are totally in Japanese! Horror of horrors- I can't understand a single thing. Oh well, I'll just have to skip the King's sad story of how his empire has fallen!

The options screen has many choices and has 3 difficulty levels-1,2 or 3, which correspond to easy normal and hard respectively. Punch in a warrior-like name (you'll have to depend on your translation skills for that) and you're just about ready to start your adventure!

The quest begins with your father and mother giving a few words of wisdom about killing monsters and purging evil and then you're on your own! .

PROTIP When defeating monsters, always stay at arms length. If the monsters touch you, you die, but you can kill them quite easily if you stand back.



You'll then be taken to another options screen where you get to choose which of the enemies you want to kill first. There are 9 different sites to explore, all are extremely detailed and well drawn. They range from quaint English cottages to ancient Greek monuments- and all in one kingdom!

You'll be faced with giant triffids and monster insects in each site,and gruesome guardians are make life a bit tricky. Difficulty is staggered; the deeper you delve into a level, the harder it becomes.

Apart from the obvious language barrier my main gripe is that players die too quickly. As soon as your hit by a monster that's it, game over! This is hugely annoying as you have to start again from scratch. However, it's a very detailed game and I managed to play it without knowledge of Japanese lingo.

Sam "Saynomore" Hickman



You can only go into the castle if you've collected the right items. What these items are - who knows?



At the beginning of your quest, speak to your father and a "strange" girlie for vital clues on your quest.

"Please, our kingdom has been taken over by the evil ones, we are all doomed unless you, brave warrior can save us." You know the story, you've heard it a million times, but you'll always go back to the good old RPG no matter what!

King Colossus is the game in question, this time, and you're the brave warrior who will save and purify the sacred kingdom! Exterminate the killer triffids (the Japanese seem to like cute enemies) and brave the opposition's troops in a quest to return the land to its rightful inhabitants.

Although you're strong, the mission ahead will be tough and only the most invincible will survive. So, if you're brave enough to take this, the challenge of all challenges, then go forth, purge evil and bestow good upon general mankind!

MEGA DRIVE



Here are some of the many monsters you'll have to kill, to return the land to it's rightful owners. These are all pretty easy to kill, especially when you have better weapons and special items.The killer triffids look pretty evil, but only take a couple of swipes to get rid of.

What you don't know won't hurt you.

Prince of prehistoric times, Chuck Rock is all upset. Gary Critter has gone and stolen his beautiful girlie, Ophelia, and he's prepared to go to the ends of the earth to get her back! This involves braving the treacherous oceans, climbing the highest mountains and generally doing very dodgy things all in the name of love (swoon). Many strange, lurking beasties are out to stop Chuck complete his love quest. His only weapons are his huge belly and the many rocks to be found in the wilderness. Chuck's not going to let this stop him though. His Dino-buddies can help him trampoline, fly, or cannon his way to victory! Unga bunga! But can Chuck survive the elements, disfigure Critter, and bring Ophelia back to his cave pad in time for a quick brontoburger?

PROTIP Use the boulders to shield yourself from overhead enemies. This will leave you free to run etc, until out of danger's way

The title screen appears immediately after power-up in a barrage of funky music and colourful graphics. A quick trip to the options screen shows that there aren't any choices unless you've got level passwords.

The first level of Chuck Rock plunges you deep into the jungle. There's not many enemies on the first two screens of this level, so now's the time to get used to the gameplay. Critters throw coconuts from the trees, alligators snap at you and dinosaurs even hatch from their eggs in an attempt to stop you reaching Ophelia!

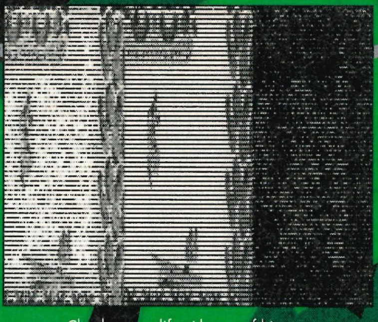
Level one is quite easy, just belly-bonk the level guardian a few times and you'll receive the level password. You'll receive a password for each level completed, so you don't have to restart on previously completed sections.

The graphics on Chuck Rock are excellent, they're cartoony but also realistic. Colours are bright and a lot of attention is paid to detail such as scenery.Chuck actually converts to the Game Gear very well. The sprite moves in the same lumbering way and not too much detail is lost. Other animation and 8-way scrolling is very smooth which makes the game a joy to play!

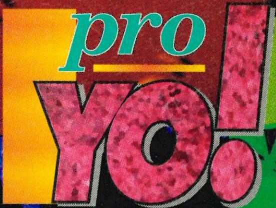
Gameplay is both fun and stimulating. You'll be surprise because it really is tricky, especially on the hunting grounds where ghosts can chase you! The game is platform style but it also includes a slight puzzle element, which is an added bonus.

Chuck Rock combines stunning graphics, funky soundtrack and stimulating gameplay - Neanderthal style! This prehistoric platform game is the most fun I have had on a Game Gear for ages - Chuck Rock will have you addicted in no time!

●Sam "the bam" Hickman



Chuck gets a lift with one of his croc mates! They're there throughout the game to give Chuck a helping hand.







True love or Neanderthal madness?



CHUCK ROCK

SEGA ● £25 ● OUT NOW

CART SIZE.....2Mbit
PLAYERS 1
STAGES..............15
SKILL LEVELS....n/a
FEATURES ...password
CONTACT
Sega UK ✆ (071) 7278070

AVAILABLE IN UK

ACTION / STRATEGY

GRAPHICS 88%
▲ Bright and colourful graphics are a joy to see.
▲ Varied throughout the game.

SOUND 85%
▲ Soundtrack adds to gameplay.
▲ Fx are varied and apt for actions.

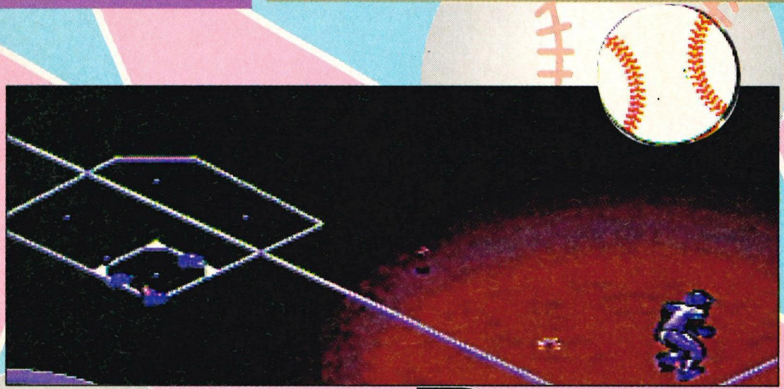
GAMEPLAY 90%
▲ Fun and frolics throughout!
▲ Platform game with added bonuses.

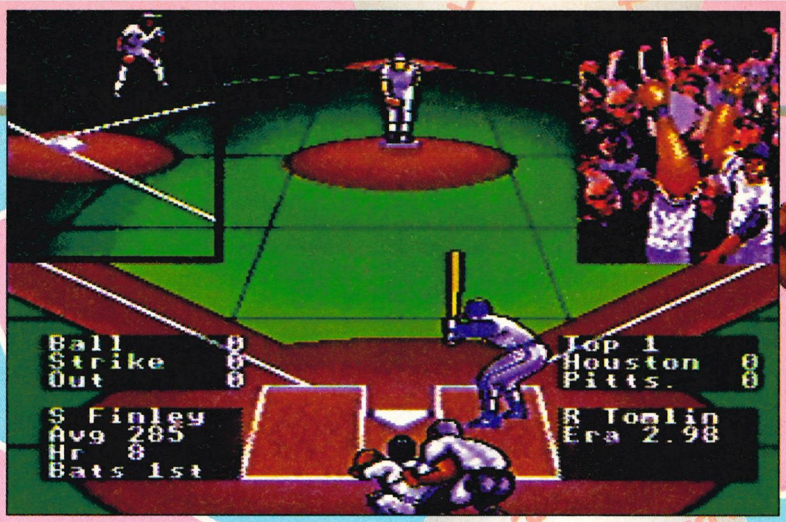
CHALLENGE 85%
▲ Very tricky in later levels.
▼ First three levels are too easy.

PROSCORE 90%

This is one of the best games I have played on the game gear for ages - maximum enjoyment!


BIG COMPS
CALL NOW
HUGE PRIZES
HOT GOSSIP
IT'S FUN
CHECK IT OUT
IT'S WILD
WIN
NEW
WIN ALL THIS!
A NINTENDO NES • GAMES • SCALEXTRIC COSWORTH SET PLUS EVERYTHING YOU SEE!! CALL AND PLAY NOW!
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PIG OUT
YUM
FEELING HUNGRY?
JUST LOOK AT THIS MONSTER PILE OF MOUTHWATERING MUNCH. PLAY THE SIMPLE QUIZ AND YOU COULD WIN IT ALL!! - EVERYTHING!!
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T.V. GOSSIP
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HOLLYWOOD GOSSIP
CALL 0839-007827
MELROSE PLACE
FIND OUT WHAT IT'S ALL ABOUT!
0839-007828
GRAB ALL THIS
SEGA MEGADRIVE, BACKFIRE, BOARD GAMES TAKE A LOOK - IT COULD ALL BE YOURS!! ARE YOU READY TO PLAY? CALL THE NUMBER!!
0839-007819
GO!GO!GO!
THIS HUGE PILE OF THUNDERBIRDS GOODIES COULD BE YOURS! PLAY THE QUIZ NOW!!
0839-007820
WIN A MARIO PINBALL MACHINE
IT'S HUGE
THEY SAY WE'RE CRAZY! HOW CAN WE GIVE AWAY A PRIZE THIS BIG? A FULL-ON MARIO BROS PINBALL MACHINE! ARE WE MAD? OF COURSE WE ARE!! WE'RE MARIO MAD!!
0839-007821
WIN A PAIR OF ROLLERBLADES! CALL 0839-007822
WIN A HOLIDAY IN SUNNY CALIFORNIA!!
PLAY THE CALIFORNIA QUIZ! CALL 0839 007826
WIN!!
A FANTASTIC HARO MOUNTAIN BIKE!! PLAY THE QUIZ NOW
0839-007823
KISSING
HOW MUCH DO YOU KNOW?
CALL NOW!
0839-007825
WIN £500
TO SPEND HOWEVER YOU LIKE!! CALL THE CASH QUIZ NOW!!
0839-007824
CALLS COST 36P/MIN (CHEAP RATE), 48P/MIN (AT ALL OTHER TIMES) INC.VAT. PLEASE MAKE SURE YOU HAVE PERMISSION BEFORE YOU CALL.AVERAGE LENGTH OF CALL 5.5 MIN WHICH WILL COST £1.98 (CHEAP RATE). COMPETITORS ARE REQUIRED TO ANSWER QUIZ QUESTIONS AND A TIEBREAK ANSWER. © MEGAFONE LTD 1992.WINNERS WILL BE NOTIFIED BY POST AT THE CLOSE OF EACH COMPETITION. A FULL LIST OF RULES IS AVAILABLE FROM MEGAFONE LTD. A WINNERS LIST IS AVAILABLE AT THE CLOSE OF EACH COMPETITION BY SENDING AN SAE. MEGAFONE LTD., SANDYLANDS HOUSE, MORECAMBE LANCS, LA3 1DG.





Get ready to hit the ball- all pitchers throw at different speeds, so some balls will be easier to hit than others. However, all pitchers throw quite fast balls so be on your guard!

Imagine that you're at the ballpark. It's the last game of the season and the best baseball teams in America are playing each other. The stadium is ecstatic and the crowd is going wild. "Only in America!" I hear you cry. Well maybe that's so, but anything is possible with a Mega Drive and a bit of imagination!

RBI Baseball 4 promises to be "so awesome, you'll feel like you're at the ballpark!" A tall order by anyone's standards!

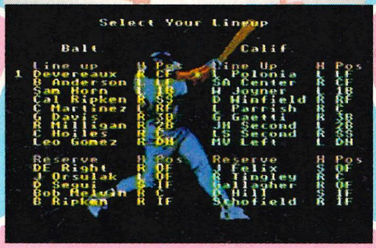
Although it's the fourth outing for this game, it's only the second on the Mega Drive. The programmers have incorporated new graphics, animation and gameplay. All of which contribute to an even better game than before! It's a whole new ball game. Let's see how it plays...

Beautiful graphics bombard the title screen after power-up and you're immediately placed outside the baseball stadium in great anticipation of things to come! Unfortunately, the title shots seem to fall flat on their face as they're not accompanied by any music. Not a very good start. All is not lost, though, as directly after this you're faced with a huge options screen.

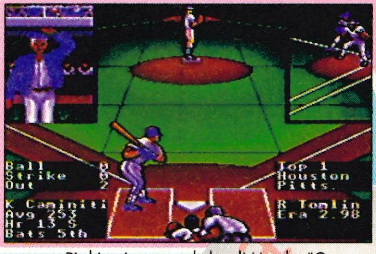
There's three different games to choose from. Play Ball is a regular 9 innings, Home Run Derby is a home run competition played over 20 pitches and Game Breakers where your favourite player tests his abilities against a pitching machine. Select your team, pitchers, and lineup, after reading through the pile of statistical references and you're just about ready to play ball!

If you play the computer, you'll begin by pitching. However easy this may look, don't be fooled because it's actually quite hard. Those of you who have played RBI 3 will be able to handle the pitching easily, but inexperienced players will find that it takes some getting used to.

At this point, the match is viewed from behind the pitcher, but there are sub screens in each corner which allow you to see the coach and fielders at the same time. After you've hit the ball, you can view yourself running whilst watching the fielders chase after it. There's also shouts and noise from around the stadium as the crowd goes wild, performing obligatory Mexican waves! This happens throughout the game and adds atmosphere to the match. Sound is prominent throughout the ballplay and the digitised speech is very impressive.



Choose your lineup from a great variety of players. All have their personal strengths and weaknesses.



Pitching is extremely hard! Use the "Game Breakers" option to practise pitching for a more accurate shot in a real ball game.



You can select your team from the options screen using the vast amount of statistics, fact fans!

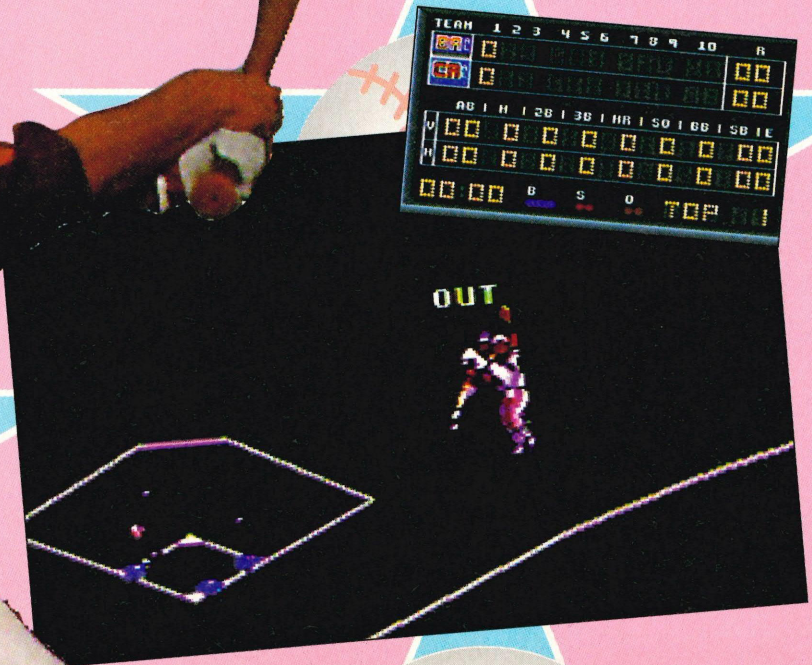
When it's your turn to field, you're supposedly in charge of your team. However, in reality, you don't have to do much of the work yourself. High balls are automatically caught for an "out" and you're limited to trailing after the ball or throwing it.

Statistical info plays a big part in the game's strategy. Almost half of the instruction manual is taken up with player information, so there's no excuses for not getting the best from your team! On screen, the statistics also bombard you - ball speed, number of bowls, home runs etc. are constantly updated for your perusal.

The main focus of graphics seems to be on the central bowling area, where the sprites are well animated, and the scenery detailed. The crowd shots are excellent and the frantically gesticulating coach is quite funny as well! In the rest of the game, detail seems to have been left out and there is large quantities of plain green field which is boring to look at. However, what is there is very neat and polished.

RBI 4 claims to "outdo" RBI 3 and





Madonna's new film concentrates on women's baseball.





R.B.I. BASEBALL 4



RBI 4 BASEBALL

IMPORT ● £39.99 ● OUT NOW

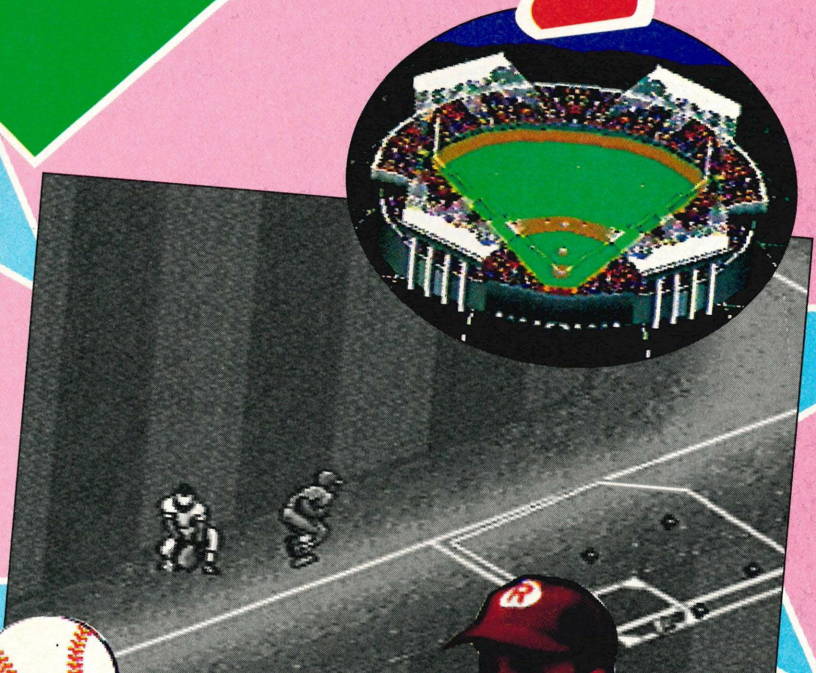
CART SIZE.......8mb
PLAYERS 2
STAGES ....n/a
SKILL LEVELS 1
FEATURES ...password
CONTACT
see importer

AVAILABLE IN USA

ACTION
STRATEGY

PROTIP When pitching, keep to the middle of the plate and move side to side. If you move up and down, you're more likely to miss the ball.





there's a few new options this time round such as the choice of game and number of stadiums, but the gameplay is still basically the same. If baseball excites, you'll become addicted after playing it a few times. It's a brilliant game, but it comes with a high frustration factor which may not be easily overcome.

●Sam "bomber" Hickman



● Waiting in anticipation, the crowd goes wild as you prepare for your next home run! If you make it, perhaps they'll even oblige with a Mexican wave!



GRAPHICS 75%
▲ Bowling area has excellent range of graphics.
▼ Rest of field is quite plain with little detail.

SOUND 85%
▲ Many effects add atmosphere to the game.
▲ Digitised speech keeps the game together.

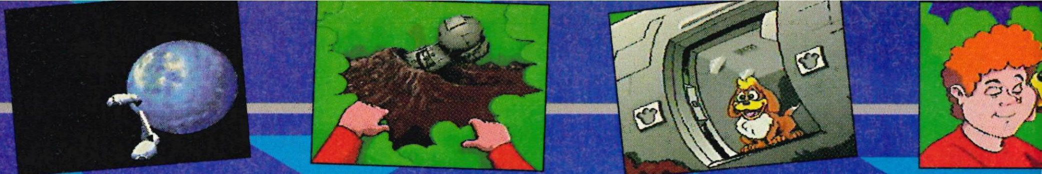
GAMEPLAY 76%
▲ Fast gameplay and strategy is enjoyable.
▼ Hard to master and fielding is not very involved.

CHALLENGE 76%
▲ Experienced players will find this challenging.
▼ Hitting the ball is quite a challenge in itself.

PROSCORE 78%

An exciting all-rounder with many options and opponents. It's tough, but once you get used to the controls, it's not a bad game.

Baseball is a top sport in the US of A.



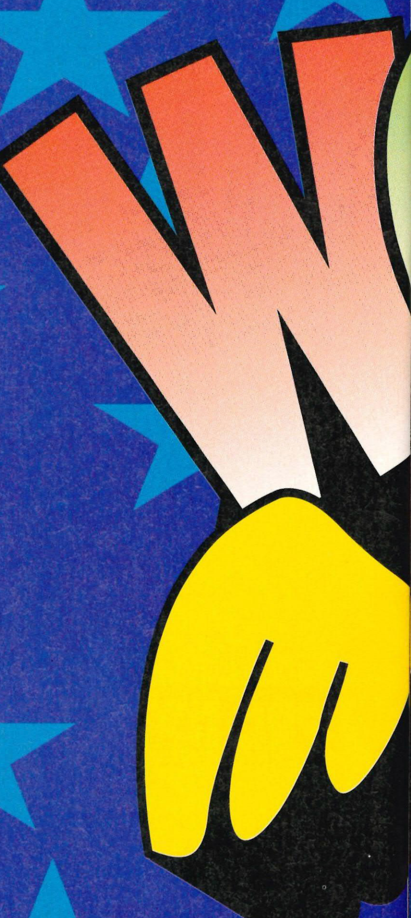


Now we're talking! A sweet little pussy-cat just waiting to have its nine lives dispatched in rapid sucession! God only knows why such a small animal would dare come near our canine buddy.

MEGA-CD

Wonder Dog has arrived! The K-9 from outer-space is forced to make a crash landing on our planet and the prospect of being stuck here does nothing to cheer his spirits. That is until he is befriended by a small boy who witnesses the crash. Their friendship blossoms until cut cruelly short by the boy's irate father who, because of their smell, objects to dogs in the house.

Slightly put out by this, Wonder Dog sprints back to his bone-shaped spaceship and slips into his super-suit which endows him with special powers (don't they all!). Vowing to find his lost friend, he sets off on his long search, hoping that a few cats might make the mistake of picking a fight with him along the way...





Right! I've had it! This game is so wierd in places that it makes Julian Clary look downright boring! Yet again, words can't begin to describe this level guardian, but suffice to say, it's not very friendly!

This game will surely gather a cult following amongst the Mega CD owning fraternity. The intro sequence commences with a lengthy story, completely spoken in Japanese lingo. The rest of the "cartoon" is extremely funny and entertaining. It definitely takes its place as the number one intro on any Mega CD game.

The title page shows Wonder Dog in all his glory, but it must be said that red dungarees play an important part in his outfit (we can forgive him for that!). The music is just downright funky and the effect of the spotlights on Wonder Dog are a cute touch. Options allow you to set button assignments, play music or sound effects or restart a previous game by way of a password.

Start the game and you'll loose your first life just admiring the sprites and backgrounds. The graphics are on par with those of the spiky blue

PROTIP  **Use the whirlwind (temporary invincibility) to bash your way through a difficult part of a level. It saves time and can get you to parts of the game that other cheats cannot reach!**







Skidding under blocks is sometimes the only way to progress through a level and can sometimes lead to secret levels.

Wonder Dog was written by Core Design, a UK company.







Secret rooms, which are located everywhere in the game, contian everything Wonder Dog could wish for.





one and sometimes even surpass them! Wonder Dog runs around with incredible smoothness and speed that, again, is on par with Sonic.

The super canine's only weapons are spinning stars which bounce around the screen showering sparks and such like. They can be thrown one at a time or can be charged up (a meter at the bottom of the screen measures the power of the stars) to pack a hefty wallop to anything that happens to come near. Another special feature is that Wonder Dog accelerates when running, enabling further distances to be achieved during jumps.

The levels are filled with all kinds of obstacles and monsters, but not all of them are alien - the first few levels are fought on Earth. After that, the enemy sprites range from the normal run-of-the-mill aliens to the downright weird (!) Walrus on a pogo-stick, invisible men and many other strange beings adorn every level. The stages are also covered in secret rooms and invisible platforms which lead to extra goodies or bonus rooms. Wonder Dog can drill through a few of the surfaces that make up the levels. Sometimes this leads to further secret rooms being uncovered, but most of the time it's a necessary task.

If, by chance, you find a Smiley Face icon, Wonder Dog takes a seat and prays for a little while, releasing



Why didn't Doctor Who ever take K-9 for a walk?





WONDER DOG

SEGA ● £44.99 ● IMPORT

CART SIZE ....CD
PLAYERS 1
STAGES................9
SKILL LEVELS 1
FEATURES ...password
CONTACT
see importor

AVAILABLE IN JAPAN

ACTION / STRATEGY

GRAPHICS 92%
▲ Intro graphics and Wonder Dog are most excellent.
▲ Some of the best backgrounds ever seen!

SOUND 88%
▲ Tunes to howl along to.
▼ Not enough spot FX.

GAMEPLAY 90%
▲ Speedy levels stimulate the eyes and mind.
▼ But they're all pretty much the same.

CHALLENGE 86%
▼ There's no difficulty setting...
▲ But who cares? Lots to do and find.

PROSCORE 90%

This is one of the VERY few games that have been released for the Mega-CD that puts the new technology to good use.







Oh my gawd! This is just one example of the huge level-guardians scattered throughout the game, some of which are just completely freaky! How can anyone think up the idea of a dog fighting a giant house-wife without being on something illegal?



We still can't work out what this level-guardian is supposed to be, but for some reason, it rolls around inside the pipe and blows smoke out of the little outlets situated around it. Don't ask me why - it just does! Makes you wonder about graphics artists, doesn't it? (If you don't belive me, just take a peek at our very own Dave Perry! Weird!)

hoards of Smileys! This reveals all the secret platforms on the current stage, making life a lot easier. Included in these is a bonus room which requires you to ring bells, hanging from the ceiling, within a certain time limit. While this may not sound too difficult, most of them require pixel-perfect jumps to reach higher platforms that facilitate the last, bell-clanging leap! A rather meaty reward awaits you, but you'll have to find that out for yourself.

After the obligatory level-guardian (some of these are just TOO weird! - the mutant housewife with a massive rolling pin is my fave.), a password is displayed allowing you to restart the game from that level. Continues a-plenty provide the temptation to go straight through the game with only a pause for coffee and food. A self-disciplined hand on the start button is needed so you don't spoil the game by completing it within a few days.

While Sonic collects rings, Wonder Dog collects bones, but they aren't such an important part of the gameplay as Sonic's rings are. At the end of the level, bonus points are awarded relative to the number of bones you have collected, so collect every one to get that massive score.

Sound effects are the only gripe, albeit only a small one. While they are clear and atmospheric, there aren't enough of them by far. This is something that is common with all Mega-CD games, so maybe the software houses aren't at fault.

A few people (there's always a few!) will wax on about Wonder Dog being too similar to Sonic for comfort. This is a matter of personal opinion and taste as far as I'm concerned, so don't expect too much in the way of ground-breaking gameplay as it's all been done before. Having said that, many games of this type have fallen short of the mark, but this makes up for all those dismal attempts that have graced the shelves of many shops, only to stay there!

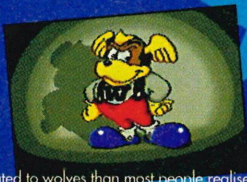
Wonder Dog is an excellent game in all respects and should keep you happy for a long time, even when Sonic appears once more. If you haven't seen a Mega-CD yet, this game will convince you to buy one. I know, it's convinced me.

● Dino "Muttley" Boni









Domestic dogs are more closely related to wolves than most people realise.

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MEGA DRIVE

Things haven't been going too well for the Space Federation, recently. Nine other galactic superpowers have seized control of the intergalactic flight paths. Tragic, as the food supply and commerce lines are now cut off. Merciless pirates roam the airways and the Federation are powerless to stop them.

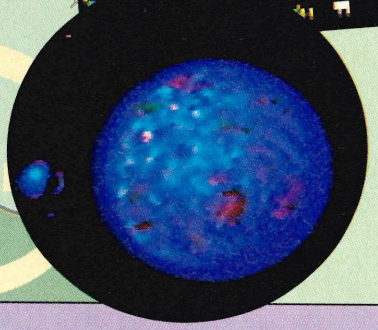
You, Barrett Jade, represent the Federation's greatest hope of controlling the traffic lanes and, along with your artificially intelligent cyborg, you must challenge the enemy. According to the Intergalactic Counsel's ruling, all disputes must be settled by a duel to the death, so, unfortunately, you must fight all 9 superpowers! The odds are totally against you, but if your country is to be glorious once more, you must accept the challenge and give it your best shot.

Win, and justice is done. Lose, and the planet will plunge into darkness and doom. So, what's it going to be?





This horrible creature can be found on level 2. Although he seems pretty mean, he's not as hard as he looks. A few hundred bombs on each side of him should do the trick.





PROTIP Don't, under any circumstance, buy the Skimmer in the weapons shop. It is a complete waste of money and will not help you one little bit!

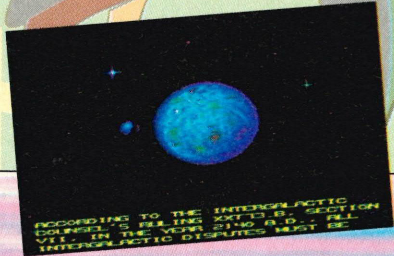


The audience prepare to see total guts and gore-and you're supposed to be saving them from the Intergaalactic pirates? Not a very grateful bunch to say the least.

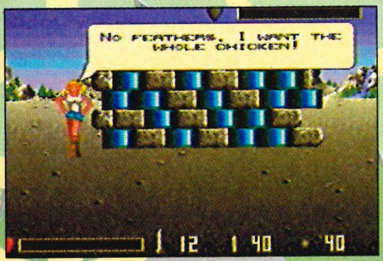
Glorious title screens await you, with lovely backdrops and a funky backbeat. This quickly changes into a story scene, telling of doom and destruction of the Federation. The text flies by pretty quickly, so you barely have time to find out what's going on before you visit the options screen. Everything's very standard here, just choose whether to have the music on or off, determine how many tries you want, go for a quick soundtest, then you're ready!

The first challenge acts as a qualifying round for later challenges. You'll challenge Krag, age 529, an oversize and ruthless green dragon of high agility and strength. He hides behind the walls, that separate you both, and spits huge fireballs which can destroy you in seconds if you don't dodge them! Krag is a very tough opponent for a first-level qualifier, but a few thousand cannon balls should do the trick.

Death Duel is different from traditional shoot-'em-ups as it's very strategic. Cannon balls are lined up using a view finder and then launched, with the hope of inflicting maximum damage to Krag. However, he usually manages to move by the time the balls reach him, which is why so many have to be used!



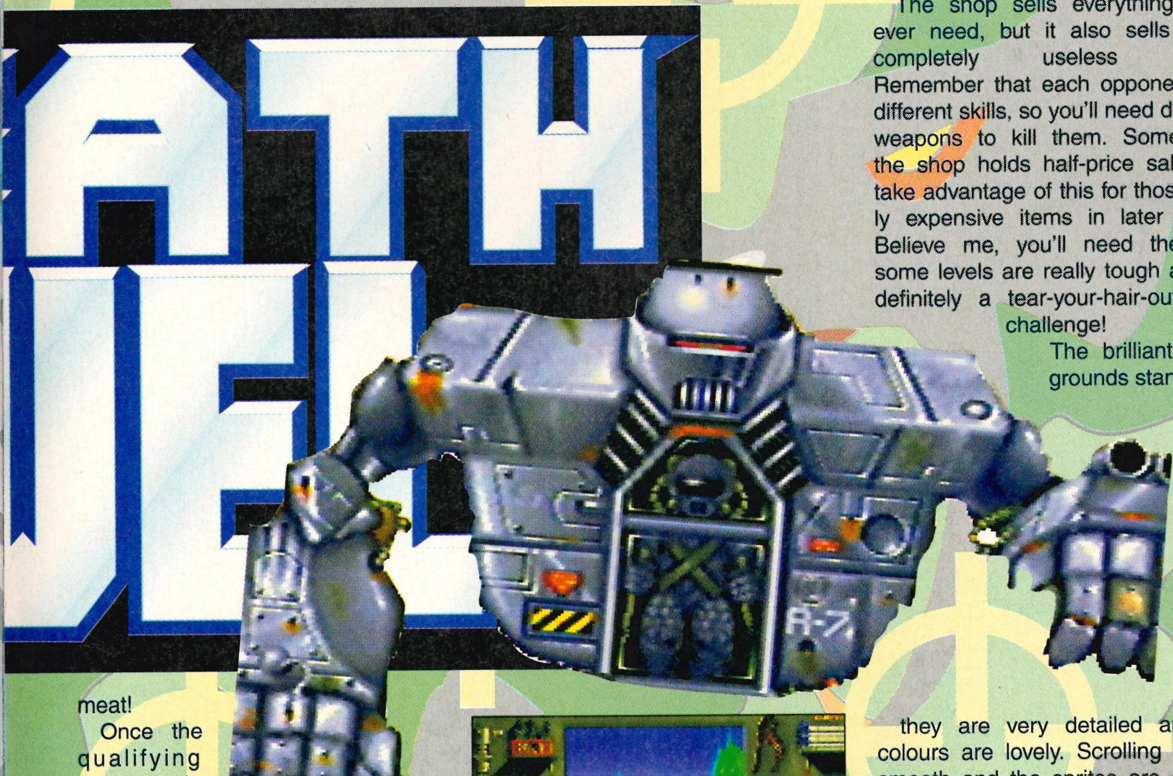
Death Duel boasts the largest 16-bit characters EVER!



A wiggling girlie is on hand at the beginning of every level to give moral support. Didn't do me much good, though!



Don't take any notice of her- she's just a groupie! I'd concentrate more on the opponent, who could be about to destroy you. That's much more worthy of your attention!



When Krag is eventually killed, he dies in a very gory manner. His head falls off in the midst of battle! However, every shot must count, 'cos once you run out of the limited amount of cannon balls, you're dead meat!

Once the qualifying round is passed, you'll be tested further in a holographic targeting simulator. This should bring you up to the standards required for the next level. In the simulator, you must prove you are worthy in marksmanship, timing and judgement to succeed! This is the only area in which there is unlimited ammunition, but time is the key to this area. Finish within a set time and you'll get loads of bonus money (pheelae) to spend in the weapons shop.



Although the shopkeeper looks mean, he's a really nice guy! He even has half price sales - useful when you're really hard up.



Doesn't make them any easier to kill, though.

The shop sells everything you'll ever need, but it also sells some completely useless items. Remember that each opponent has different skills, so you'll need different weapons to kill them. Sometimes, the shop holds half-price sales, so take advantage of this for those really expensive items in later levels! Believe me, you'll need them as some levels are really tough and it's definitely a tear-your-hair-out style challenge!

The brilliant backgrounds stand out - they are very detailed and the colours are lovely. Scrolling is very smooth and the sprites are so well animated that it's a pleasure to play. One bad thing, though, is that the opponents are particularly hard to kill. Also, because they move very quickly, you have to constantly reset the view-finder. Then again, at least it's not too easy, like many other Mega Drive games.

Death Duel provides a new angle on traditional shoot-'em-ups. It has loads more content and strategy involvement than most, and it's great gameplay! For an exhilarating challenge, it won't disappoint you.

● **Sam "killer" Hickman**

MEGA DRIVE



DEATH DUEL

IMPORT ● £39.99 ● OUT NOW

CART SIZE.....8Mbit
PLAYERS 1
STAGES..................9
SKILL LEVELS 1
FEATURES ....n/a
CONTACT
See importer

AVAILABLE IN USA

ACTION / STRATEGY

GRAPHICS 80%
▲ Backgrounds are stunning.
▲ Sprites have lots of detail and move well.

SOUND 80%
▲ Opening tunes are very funky.
▼ Effects are good, but nothing new.

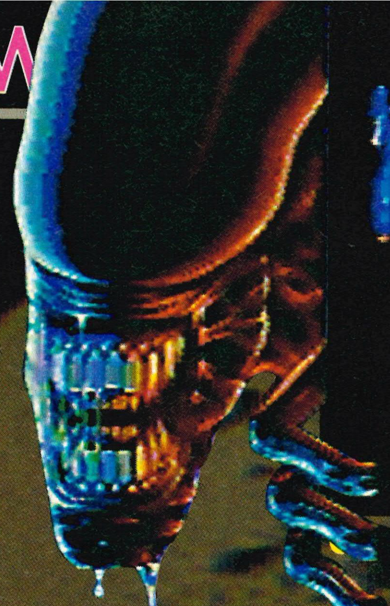
GAMEPLAY 85%
▲ Very fast play - you might be dead before you know it!
▼ Launching the canon takes some getting used to.

CHALLENGE 80%
▲ Very, very hard in later levels.
▼ Only 1 difficulty setting makes for tough going.

PROSCORE 82%

A different sort of shooting game with loads of content and strategy. A must for all action/guns fans!

You should know the story by now. If you don't, then where have you been for the last 3 months! For those of you who need a recap, Ripley, a tough heroine and alien-blaster, is back, for the last time, for an extra helping of alien "guts and gore" bashing. Her escape pod has crash landed on a planet full of prisoners and, unfortunately, the Xenomorphs decided to grab a lift with her. They've already got rid of a fair few humans in previous outings and they're now cocooning unarmed convicts around various parts of the prison complex! So once again, it's up to Ripley, armed to the eyeballs and full of alien -blasting experience, to free the cocooned convicts and extinguish those aliens once and for all!





Oh no! Ripley's about to get an extra special pasting from the Mother Alien. Good job she's got that grenade launcher with her! By the looks of it, though, it's not going to do much good here!

his is probably one of the most hyped games of the year. On initial impact, the graphics on the MS measure up to the MD version quite well. The title screen, showing Ripley blasting an alien, does not have the polish of the MD, but is still stunning nonetheless!





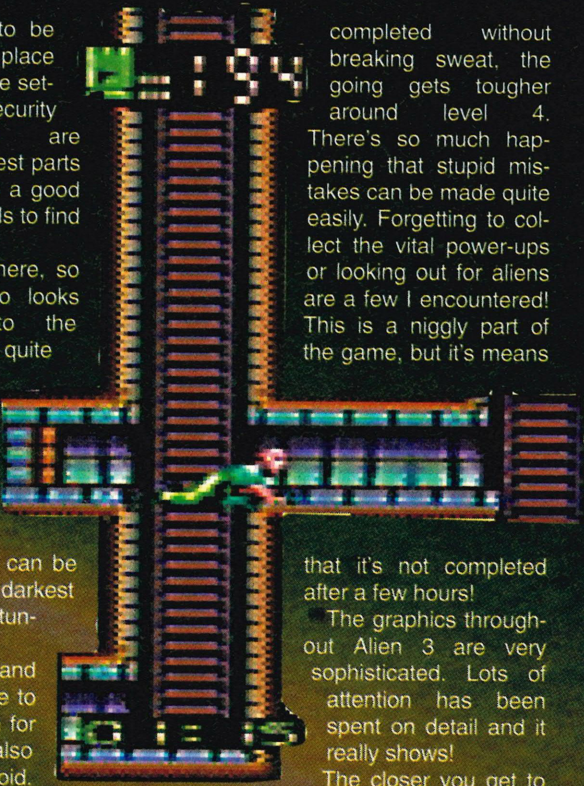
The options screen provides choice of number of players and continues and whether to have music and sound effects on or off. The 2 player mode is a bit of a con - play isn't simultaneously. As their is only 1 Ripley at a time, it's not really 2 player mode at all! It's good for those nail-biting competitions with friends, though, so it's not completely useless.

Gameplay commences in the underground prison complex. Rescue 6 prisoners before the stated time, or they'll be left pasted to the walls for all eternity! Your weapons, at this stage, include a flame thrower, rifle and grenade launcher and there's many more to be found all over the place which is strange as the setting is in a high-security prison! Prisoners are cocooned in the furthest parts of the building, so it's a good idea to search all levels to find them.

Aliens lurk everywhere, so it's a wise guy who looks before leaping into the unknown! They're quite easy to destroy in the first stages, but it's a matter of picking them off before they have a chance to attack! There's loads of secret passages and prisoners can be found in the stuffiest darkest and most dangerous tunnels there are!

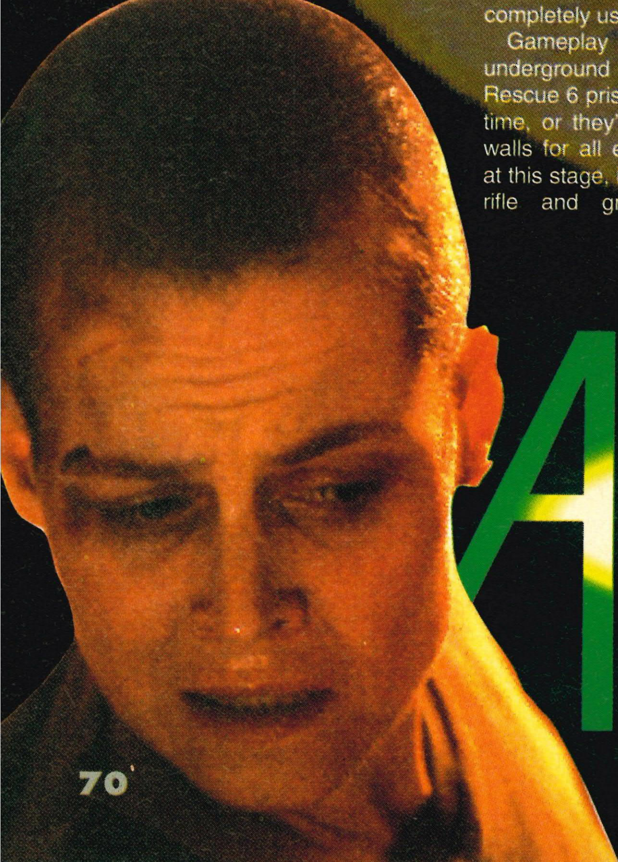
The pace is frantic and there's hardly any time to look around or search for weapons. There's also lots of hazards to avoid. In addition to having to contend with the aliens, there's spikes, slides and traps all over the place. Contact with these mean sudden death for Ripley!

This game is strong on challenge. Although the first 2 levels can be completed without breaking sweat, the going gets tougher around level 4. There's so much happening that stupid mistakes can be made quite easily. Forgetting to collect the vital power-ups or looking out for aliens are a few I encountered! This is a niggly part of the game, but it's means that it's not completed after a few hours!



The graphics throughout Alien 3 are very sophisticated. Lots of attention has been spent on detail and it really shows!

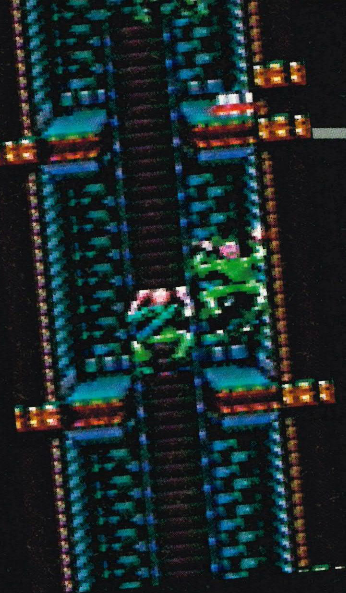
The closer you get to Mother alien, more aliens come out for the fight. They just get tougher and tougher! There's many different types of the critters with the face huggers being the hardest as they can suck the life from Ripley!



ALIEN

Watch Aliens uncut version for 13 minutes extra gore.

pro YO!





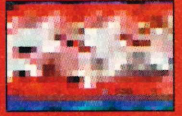
Turn around and blast those aliens with everything you've got! There's no way out for Ripley, so it's back into the path of the enemies, up the air duct and down the next ladder to find the prisoners.



Ripley is powered up and ready to go. There aren't too many aliens here, but they're bound to be lurking around somewhere!



PROTIP



The hand grenades are useless to kill the aliens. Use the grenade launcher for maximum impact. You need to be fairly close for impact though, so keep some for those tricky moments!

When Ripley is in action, she moves in a variety of different ways. The sliding move is particularly impressive and useful. She's also just the right size in comparison to the fast-moving aliens.

Alien 3 is packed with excellent graphics and gameplay. It's hard to find both qualities on





ALIEN 3

ACCLAIM ● £32.99 ● OUT NOW

CART SIZE....2 Mbit
PLAYERS 1
STAGES...............6
SKILL LEVELS 1
FEATURES ....n/a
CONTACT
Acclaim © (0962) 877788

AVAILABLE IN UK

ACTION / STRATEGY

GRAPHICS 87%
▲ Superbly detailed throughout.
▲ Variety is tremendous and adds atmosphere.

SOUND 85%
▲ Excellent title music.
▼ Could do with a little more variety.

GAMEPLAY 87%
▲ You'll have to constantly keep your wits about you.
▲ Lots of power-ups make for plenty blasting.

CHALLENGE 82%
▲ Progresses at just the right speed.
▲ Can be played by newcomers or Pros alike!

PROSCORE 90%

Brilliant fun all the way through. You'd be stupid to miss this one- a good all rounder for everyone!

Sigourney Weaver, who plays Ripley, was an alien herself in Ghostbusters! Spooky, eh!

pro TIPS

THE BIG GAMES BUSTED EVERY MONTH BY THE UK'S TOP SEGA PLAYERS!

ProTip of the month will win the sender three carts – which means you could win yourself up to £150 -worth of Sega software just for sharing your gaming secrets with the world of Sega owners! Winners for each month will be contacted – don't ring us, we'll ring you! You can send your tips to us in any of the following ways:

WRITE

Use that tried and tested method of putting pen to paper and transcribing your secrets for the world to read. Send your wads of paper to: *ProTips, SegaPro, Paragon Publishing 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NT.*

FAX

If you can pick up the phone but are to afraid to speak to anyone down it, you can scribble your tips down and fax them to us on (0202) 299955. Send them any time of the day or night and mark them for the attention of ProTips. Don't forget to include your name and phone number!

PHONE

The SegaPro Tips Donation line operates between 4:00pm and 5:30pm Monday to Friday. Just ring (0202) 299900 and ask for the ProTips department. Please only use this number for SHORT tips, we cannot accept whole solutions down the phone as it ties up the line for other callers. Don't forget to give your name and telephone number. Any calls received outside of these times cannot, unfortunately, be accepted (the ProTips guys have to work too, you know!).

MEGA DRIVE

MASTER SYSTEM

GG

GAME GEAR

MEGA CD



PREDATOR 2

MEGA DRIVE

So many people sent in the codes for this new shoot-'em-up, that we haven't got the space to list names, but you know who you are, so give yourselves a pat on the back from the Pros!

Level 2 Killers
Level 3 Camouflage
Level 4 Los-Angeles
Level 5 Subterror
Level 6 Total-Body

AQUATIC GAMES



On the 100m splash, don't move at all until the after the penguin kicks you into the water. You'll receive 10,000 points and the clock will be reset, so hammer those buttons until you hands bleed! Many thanks to Sandy Watson for that snippet.

MEGA DRIVE

EARNEST EVANS



Whatever stage you are in, freeze the screen and press up, A, down, B, left, A, right and B. Take the game off pause and you will clear the stage without even having to use that whip once!

At the beginning of stage 6, go left and climb the wall that is on the left-hand edge of the screen all the way to the top. You will then warp all the way to the level-guardian.

MEGA CD





When the Sega Logo appears, rapidly press the start button on 2 players joypad for a little surprise!



BATTLEMANIA

MEGA DRIVE

RASTAN SAGA

MASTER SYSTEM

Matthew Green who hails from Essex has sent in a little beauty for this oldie-but-still-a-goddie game. For unlimited continues, switch on your Master System and when the Sega logo appears, hold down diagonal down-left and press buttons 1 and 2.

DESERT STRIKE



MEGA DRIVE

Here's a new password for ten lives courtesy of Mike Joung. Just input the following code on the password screen BEFORE you input your code to continue from a later level. Nice one, Mike!

GG ALESTE

During the title screen, hold down buttons 1 and 2 and press start for the sound test screen.

GAME GEAR

F1 CIRCUS

To see the ending of this superlative race game, enter your name, move the cursor to "End" and press button A while holding down diagonal up-left, button B and Start.



MEGA DRIVE



MEGA DRIVE

SONIC THE HEDGEHOG

On the title screen, press button C twice, up, down 3 times, left right and start. Pause somewhere in the game and press:

A to go back to the demo B for smooth slow motion C for bit-by-bit slow motion

ACTION REPLAY PRO CODES

MEGA DRIVE

Get your free cart! Yes, if you have an Action Replay or Action Replay Pro, send in your latest findings and win a great cart of your choice (maybe). When submitting your codes, please specify whether the code is for the Pro version of the Action Replay and which release version the game coded was (ie US, UK or JP).

SPLATTERHOUSE 2
(US Cart)
FF00F 70003
Infinite energy
FF00F 80003
Infinite Lives

STEEL EMPIRE
(US Cart)
FFCB4 B0013 (PRO)
00CB6 A0013 (PRO)
Gives you a weapon level of 20
FFCB5 70003 (PRO)
01427 C4A79
Unlimited Bombs
FFFCB5 10003 (PRO)
00DB7 84A79
Infinite lives.

VALIS
(US Cart)
FFF44 30020 (PRO)
00493 6600A
Infinite Energy
FFF44 70020 (PRO)
Infinite magic

PHANTASY STAR II
(UK Cart)
00D01 C600C
All items are free of charge!

PHANTASY STAR III
(UK Cart)
00AB1 86006
All items are free of charge, again!

JOHN MADDEN FOOTBALL
(UK Cart)
008E3 80006
You only need 5 yards for a first down!

Y's III: THE VANISHED OMENS
(UK Cart)
00D76 A6002
00ED5 86008
These two give infinite energy.

DRAGON'S FURY



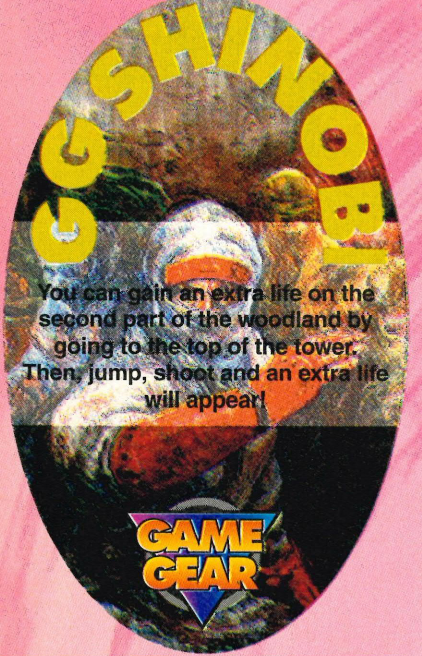
N Wallis from Northampton dropped us a line with a few codes for this most excellent pinball game. On the password screen, enter OMAKE-BGM followed by any of the numbers from 00 to 04, and the music will change to one of the following game tunes.

When you think a ball is going to be lost, display the password, write it down and reset. Enter the password and restart the game, and the "lost" ball will now be ready to use again.

MEGA DRIVE

00	Thunderforce II
01	Hergog Zwei
02	Thunderforce III
03	Elemental Master
04	Shinkugyokuden

GG SHINOBI



You can gain an extra life on the second part of the woodland by going to the top of the tower. Then, jump, shoot and an extra life will appear!

GAME GEAR

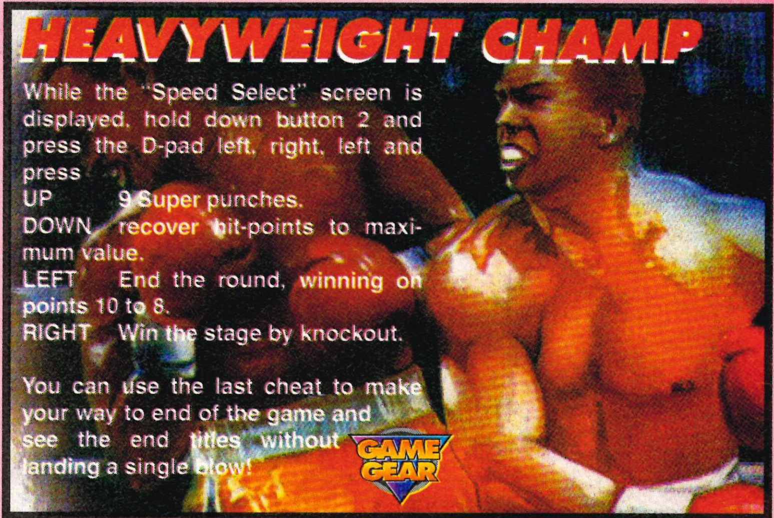
THUNDER PRO WRESTLING



MEGA DRIVE

In any mode other than World Championship, select a wrestler, move the cursor to him again, hold down button B and press button C. The fight will now start between the same two wrestlers!

HEAVYWEIGHT CHAMP



While the "Speed Select" screen is displayed, hold down button 2 and press the D-pad left, right, left and press

UP 9 Super punches.
DOWN recover hit-points to maximum value.
LEFT End the round, winning on points 10 to 8.
RIGHT Win the stage by knockout.

You can use the last cheat to make your way to end of the game and see the end titles without landing a single blow!

GAME GEAR

OUT RUN

MEGA DRIVE



Enter your name as "ENDING" and press start. You will then see the proper ending that you can normally only see if you complete every course. Also, during the "real" ending, press button C repeatedly and a rather foxy babe will grace your screen.

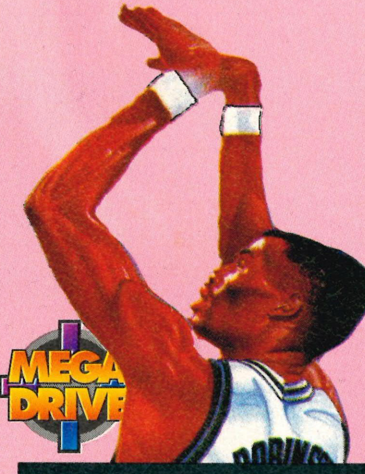
SHADOW OF THE BEAST

MEGA DRIVE



To gain immortality, play the game as per normal, die and when you're prompted to enter you initials, enter the letters ZQX and the press and hold down A, B, and C and then press START. When you start the next game, your hit points will still go down, but they will be reset when they reach zero.

You can still fall down a pit, though so watch out! Thanks must go to A Smithers for that large snippet of info. Cheers must go to Mark Wood from Sussex for that generous tip, even if I do know where he nicked it from!



MEGA DRIVE

DAVE ROBINSON'S BASKETBALL

Simon Mason sent in a few codes to put you in the final match before you play the Robinson All-Stars. The team name that appears in brackets is the one who you will control.

(LA) vs DETROIT	CABCDEA1F
(CHICAGO) vs N.Y	ASTURBQ1E
(N.Y) vs DETROIT	FMJCLJY1B
(DETROIT) vs LA	WYBCDEAYU

SHINING FORCE

For a greater range for the Heal spells (Fairy), Select Heal Level 3 from a character that can use Heal Level 4. While this Heal 3's range is displayed, press button B. Now select Heal 4 and the range should be increased from 1 square to 3 squares.



MEGA CD

TWO CRUDE DUDES



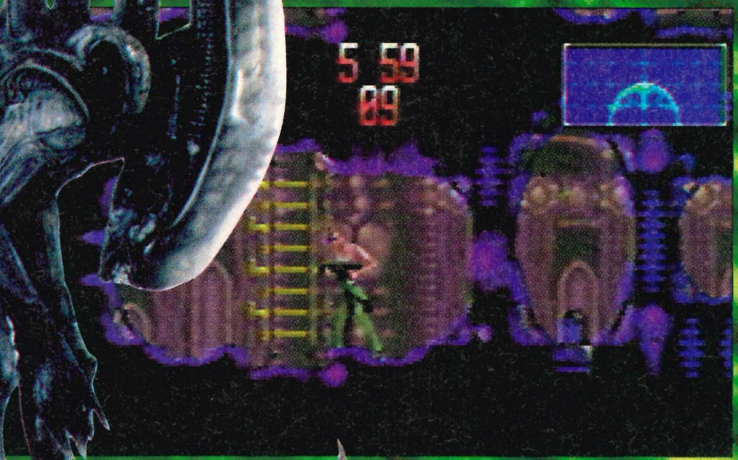
For an extra life at the end of each level, beat the hell out of the coke dispensing machine!

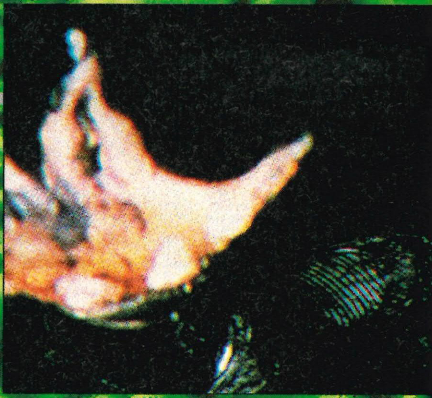
MEGA DRIVE

NEXT MONTH

Coming straight at you! The Pros use their in-depth knowledge of Sega games in the all-new ProHelp section. We solve the queries that the others leave. If you have any problems, stuck in a level, then write in to: ProHelp, SegaPro, Paragon Publishing, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.









STAGE 10

Objective: rescue nine hostages.

Run left and climb the ladder and go left for Hostage 1. Now climb the ladder on your right to the top to release Hostage 2. Go back down the ladder one floor and run right. Jump through the small scenery wall to reach the small chamber containing Hostage 3. Leave chamber to the left and climb down the ladder for one floor. Hostage 4 is to your right. Climb down the ladder to your left to find Hostage 5 on your right. Go back up the ladders three floors and run right to enter the duct.

Inside the duct, go right until you reach the junction, then go down, then right, then down and left to exit the duct. Go down the ladder and run right for Hostage 6, then run left for Hostage 7. Now go back to the right and descend the ladder to the bottom. Hostage 8 is now on your left. Run right to reach Hostage 9.

Now run left past the hugger pods to what seems to be the wall. Jump up into it and you'll find you're on some steps. Run all the way to the left to exit and complete the stage!



STAGE 11

Objective: rescue 17 hostages.



Run left and then down the ladder to reach Hostage 1. Go down two more floors to get to Hostage 2, then down again for Hostage 3 on your left. Jump just before you reach him or you'll fall through a hidden hole in the floor. Go back down the ladder for Hostage 4, then go up one floor and run right for Hostage 5. Now go down the nearest ladder and run right for Hostage 6. Run to the left and drop down the gap then go right for Hostage 7. Jump through the wall on the right and run right to reach Hostage 8. Now go to the ladder and climb up, then climb the next ladder up to reach Hostage 9. Climb up one floor and run right for Hostage 10. Go up the ladder again to rescue Hostage 11 on the left. Now climb the ladder on your right one floor to reach Hostage 12. This is where you exit the stage, so remember this area.



Now run all the way to the left for Hostage 13. Go back to the right and up the ladder for Hostage 14, then run right for Hostage 15. Now run to the left and descend the ladder, then go down the next one on the right. Run to the left and you'll fall through the floor and land by a ladder. Descend one floor and run left to the next ladder. Go down this to the bottom and run to the left to release Hostage 16. Now go back up to where you landed when you fell through the floor and run to the right to the next ladder and go down to rescue for Hostage 17.



ALIEN



Now run right and climb the next ladder, then the next for one floor and run right to exit the stage.

STAGE 12

Objective: rescue nine hostages.





Run left for Hostage 1, then climb down the ladder one floor and run left for Hostage 2. Now climb the ladder to the top and run left for Hostage 3. Climb the ladder here to the top and go to the right for Hostage 4, then left for Hostage 5. Go to the ladder and climb up for Hostage 6 on the left, now run right to the ladder and climb up for Hostage 7 on the right.

Now descend ladder and run left to the next ladder. Climb down this, then run right to the next ladder and go down one floor and run to the right until you run behind the scenery. Climb down the ladder hidden here and run left for Hostage 8.



Now return up the ladder and run left to the second ladder and descend all the way then run to the left to release Hostage 9. Now climb to the top of the ladder you just came down, run left and climb to the top of the next ladder. The airduct opening is on your right by the ladder. Enter the duct and go straight across to the right to exit the stage.

LEVEL GUARDIAN

Immediately fire your grenade launcher to the right. If the alien is on the ground, the grenades will explode. If she isn't, they won't make a noise. Just fire at her as quickly as you can. When she jumps away, run to the right and fire from there.



You can use the platform to reach extra ammo, but it's risky. The grenade launcher will get rid of her pretty quickly. To exit, jump on the platform and go up to the top right ledge, then run right to exit.

STAGE 13

Objective: rescue 10 hostages.

At least there's only one alien to beat! Go right, then down the ladder. Now run left and go down the next ladder to reach Hostage 1. Now go back up the ladder and right, then up another ladder. Now get onto the moving platform and run right for Hostage 2, then left and down the ladder to wait for the next platform. Jump on it and go down and jump right onto the



next ledge. Go down the ladder for Hostage 3, then get back up onto the platform. Now go left to rescue Hostage 4, then get onto the platform on the left. Go up and left to release Hostage 5, then get back onto the platform again. Jump to the right to reach the ledge you originally caught it from, now get back onto the first platform (the one on the right) and go back up one floor, jumping to the platform on the right. Now go down the ladder to where you originally picked up Hostage 3.



Do this next bit carefully! Move to the edge of the ledge and fall off – but pull your joypad to the right as you fall. You should land on the small ledge next to Hostage 6. Now jump off the ledge to the right and onto the slide. You should end up falling into a tube. Pull the joypad to the left as you fall into the tube, so that you land on the platform. Now use the sliding platform on the left to take you across to Hostage 7. At the left, a rising platform will appear. Get on this and go up to the top. Run to the left to release Hostage 8. Now re-trace your steps back to where you came out of the tube. Enter it and fall one level, pulling right on the joypad as you fall. Leave the tube and run to the right. Climb the ladder to rescue Hostage 9.

Climb down again and jump as you run left through the tube – otherwise you'll fall through the floor! At the edge of the platform where the battery power ups are, jump down to the left into the water to rescue Hostage 10. Now run all the way along to the left and climb the ladder, then go up the next one. Go right, through the tube (jump to avoid falling into the furnaces) and jump over the gap where the platform should be. Continue to the right over the sliding platform back to your first tube. Enter it and fall through, pulling right as you do. Take the ladder to ground level, and the only alien on this stage will appear. Waste him and run right to the lift. Now go up in the lift and go right into the duct at the top. Follow the ladder down (they both go the same way) to ground level and exit both the duct and the stage to the right. Do it right and you should receive a Smarmie Charlie Bonus of 500,000!



ALIEN 3

FULL SOLUTION

PART TWO





STAGE 14

Objective: Rescue six hostages.



Go through the door and run right over the first waterfall. Now climb the ladder and run left at the top to free Hostage 1. Go back down the ladder and run right over the second waterfall to reach a moving platform. Go down on this and then jump left onto the conveyer belt. Just as you reach the end of the belt, jump left onto the suspended ledge that contains power-ups. Once you've collected these, move to the left edge of the ledge. Now jump left onto the second suspended platform that contains batteries. Move to the left edge and jump left onto the small gangway for Hostage 2.

Now jump down from the right hand edge of the ledge onto the gangway and go left for Hostage 3. Now go along to the right (passing through tube) and descend the ladder. Go left, jumping through the tube and use the small moving platform to step down onto the gangway. Climb down the ladder by the waterfall and run left for Hostage 4. Get onto the moving platform on the left and descend. Now run right and go down on another moving platform.

Step off onto gangway on the left, and when the platform rises out of view, step off the gangway to fall down in a line with the track the platform runs on. You should land on a ledge next to the molten metal tank. Jump left onto the suspended platform to release Hostage 5. Now fall off the platform to the right, in



between the metal tank and the suspended platform. You'll land on a collapsing gangway. The pieces with guard-rails are safe, so use these to jump along to the right. When you reach the end, jump onto the suspended platform to release Hostage 6. Now jump onto the moving platform on the right to reach ground level. Take care of the two Aliens, then run right through the open door to exit the level.

STAGE 15

Objective: rescue seven hostages.

Go down one stop on the lift and exit right. Run to the right and get onto the moving platform. Go up to the top and then to the left to release Hostage 1. Now run to the left and climb the ladder. Run right to the end and take a running jump onto the suspended platform. Now go right, jumping from platform to platform. When you reach the third one, jump off to the right to reach Hostage 2. Now fall left and into the tube. Leave the tube to the left and go down using the moving platform, then run right to reach Hostage 3.

Descend the ladder to the left and get onto the next moving platform, then use it to go down and jump off onto the first yellow gangway on the right. Run right to release Hostage 4. Now go back to the left and onto the moving platform again, jumping onto the suspended platform opposite. Jump along these to the left, then across onto the yellow gangway. Go down the ladder to rescue Hostage 5. A moving platform will appear here. Get onto it and go down to the bottom and run right to reach Hostage 6. Go back to the left and down the ladder to the next level. Run left again to the ladder almost hidden by the pipes and descend it and go right to reach Hostage 7. Now go back up the ladder and along to the right. Climb down the second ladder you come to and you'll reach ground level. Now run left to exit the stage.

LEVEL GUARDIAN

Two level guardians! Argh! To beat this pair you're going to need a pile of ammo for your grenade launcher. Go through the door and jump right to collect more pulse rifle ammo, then go back to the left and drop through the gap between the platforms. When you land, stay where you are and fire a couple of testing shots to the right. If you hear an impact explosion, give it everything your grenade launcher's got. It takes something like 20 grenades to kill these monsters!

Once the first bitch has bitten the dust – she might need a few rounds from your pulse rifle to convince her to die – run right to the end of the ledge. A moving platform will appear. Jump onto it and go up to the second ledge on your right to pick up more grenade launcher ammo, then drop off it to the right and pull your joypad left so that you land on the next ledge down to pick up the petrol can. Now drop right again to land on the ground level. The second alien will approach you, so use your grenade launcher. She'll then turn her back on you and jump off. As she leaves the ground, jump into the air to avoid her acid spray and keep firing until she leaves the screen. If your grenades run out, use your pulse rifle. She should die with about 30 seconds left on the clock. To exit the stage, get back onto the moving platform and go to the top, then jump right and run through the door to win the game!

Phew, you deserve a medal for that one!





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Issue 3 £3.25

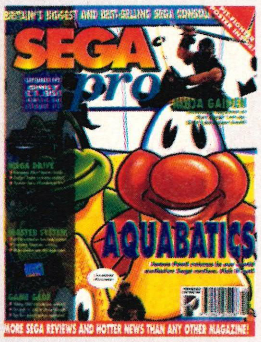
SORRY SOLD OUT!

Stunning hints & tips book featuring over 300 games with this issue. Plus a look at the Me... and re... Drive ... ...nta... ...), Speedball 2... III (MD), Kick-Off (MS), Mercs (MS), Rampart (MS), Sega Chess (MS), Super Space Invaders (GG), Galaga '91 (GG), Ninja Gaiden (GG)...



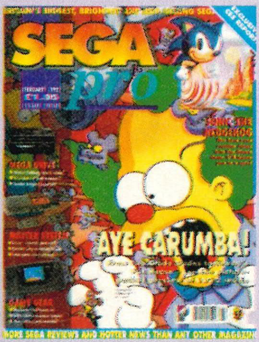
Issue 7 £2.50

Absolutely free with this month's issue are a collection of super-cool SegaPro stickers. Plus an exclusive look at the sensational Wondermega. Reviews include Arch Rivals (MD), Double Dragon (MD), Ninja Burai (MD), Turbo Out Run (MD), Asterix (MS), Back to the Future III (MS), Champions of Europe (MS), Alien Syndrome (GG)...



Issue 11 £2.50

Huge issue with an exclusive review of the game-cracking Game Genie device from Code Masters and heaps of reviews, including American Gladiators (MD), Aquabatics (MD), Gadget Twins (MD), Thunderforce IV (MD), Alf (MS), Chuck Rock (MS), Ninja Gaiden (MS), Aerial Assault (GG), The Viking Child (GG)...



Issue 4 £2.50

SORRY SOLD OUT!

Superb Sega software release rundown boasting virtually every title due for publication ... the forth...r. Revi... ...rnic... ...D), ...Dra... ...us (MD), G... ...Axe II (MD), Undeadline (MD), Bubble Bobble (MS), G-LOC (MS), Super Kick Off (GG), The Lucky Dime Caper (GG)...



Issue 8 £2.75

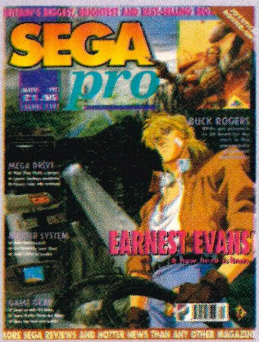
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Massive A2 Simpsons poster and compete 80-page A to Z book of Sega games bund... with this issu... ...cked revi... ...inc... ...Con... ...s Bird (MD), Sl... ...orld (MD), Arcade Smash Hits (MS), Marble Madness (MS), The Terminator (MS), Monster World II (GG)...



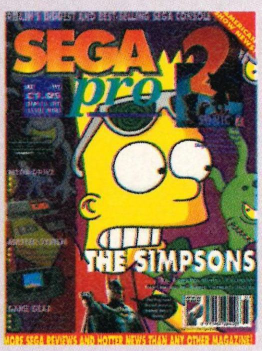
Issue 12 £2.50

Superb issue with free badge. Includes reviews of Alien 3 MD), Atomic Runner MD), Dungeons and Dragons MD), Evander Holyfield's Boxing (MD), Grey Lancer, Sports Talk Baseball (MD), Xenon 2 (MD), Twinkle Tale (MD, Putt & Putter (MS), Xenon 2 (MS). Also includes a preview of Superman plus many more...



Issue 5 £2.50

First ever Mega-CD reviews of Earnest Evans, Heavy Nova and Sol-Feace. Also reviewed are Buck Rogers (MD), Rings of Power (MD), Super Fantasy Zone (MD), Toki (MD), Wani Wani World (MD), Alien Storm (MS), Laser Ghost (MS), Line of Fire (MS), Shadow Dancer (MS), Aleste (GG), Heavyweight Champ (GG), Space Harrier (GG)...



Issue 9 £2.50

Simpsons special with exclusive reviews on all Sega formats. Plus a massive preview of every Sega game coming out during the rest of the year. Reviews include Chuck Rock (MD), Olympic Gold (MD), Thunder Pro Wrestling (MD), Prince of Persia (MS), Sagaia (MS), Speedball 2 (MS), Crystal Warriors (GG)...



Issue 6 £3.50

Fabulous Electronic Arts sports watch with this issue. Included in the many reviews are Art Alive (MD), Battlemaster (MD), Where in Time is Carmen Sandiego? (MD), Desert Strike (MD), Kid Chamelion (MD), SD Valis (MD), Two Crude Dudes (MD), Funky Horror Band (M-CD), Bonanza Bros (MS), Spider-Man (GG)...



Issue 10 £2.75

Essential SegaPro shades come with this issue. As do crucial reviews of Batman (MD), Cadash (MD), Ferrari Grand Prix Challenge (MD), Splatterhouse 2 (MD), Taz Mania (MD), Super Monaco GP 2 (MS), Wimbledon (MS), Klax (GG), Marble Madness (GG), Olympic Gold (GG), Paperboy (GG), Popils (GG), Prince of Persia (GG)...

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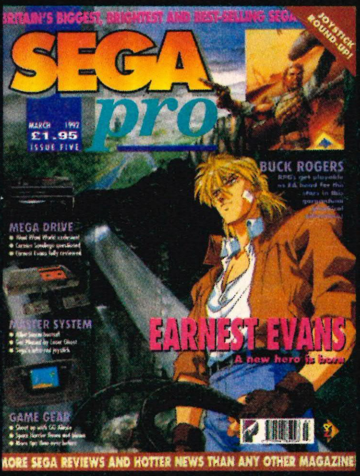
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NINJA GAIDEN Final Part





There's a soldier hiding here. Use a fireball and you'll be okay.
Easy Peasy! Just lob copious Shurikens at the Samurai to send him to a very cold and watery grave!
These fireballs will give you real hassle. Keep going!
Hit this guy and run to the other side of the screen. He'll appear where you're standing.
ROCK! JUST COLD, LIFELESS STONE. ONE WHO CAN CONTROL EVEN THE EARTH SPIRIT IS A DEADLY FOE INDEED. JUST WHO IS THIS DARK SHOGUN?

Ninja Gaiden

Final Part

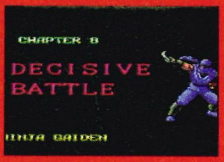
Chapter 7



These black areas will pull you towards certain pain.

Spikes pop up throughout the level, so watch out!

Chapter 8

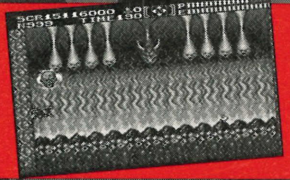




Fireballs and a lot of jumping off the walls will send this guy to his maker!



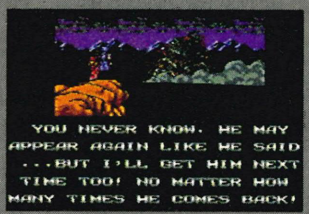
Yeah! End of game! 'Fraid not Ryu, there's more where that came from.



If you haven't got fireballs, this is tricky. Just keep out of his way and shoot!







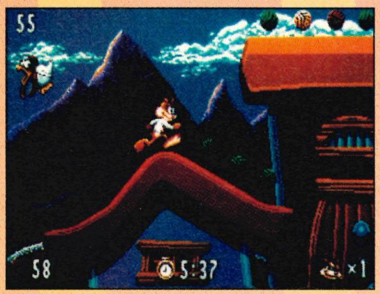


BUBSY



ACCOLADE - MD - JANUARY '93

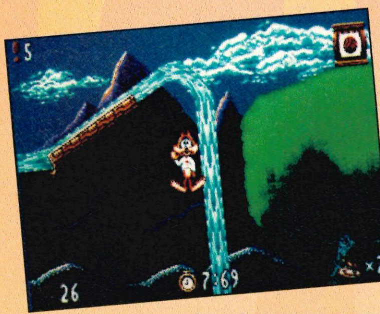
Busby The Bobcat stars in his debut release, Claws Encounters of the Furred Kind. Accolade hope to be on a winner with Busby's first game, which they are billing as a cartoon adventure. Accolade are making sure that the game is billed as a new "cat"egory of video game. If it is as successful as hoped, Busby could make his way into even more adventures.



In Claws Encounters, Busby must save the world's supply of yarnballs from the invading Woolies - the creatures from the planet Rayon. The Woolies need the yarnballs to fuel the high-fibre plasma engines that supplies power to their planet. The engines require loads of these yarnballs and Earth is the main source. If the Woolies accomplish their mission, cats everywhere will lose their favourite playthings.

There are 5 worlds, each having 3 stages, and a final "boss" stage. There are 16 stages in total to the game, some of which cover a 30 wide by 10 high screen playfield area . Mammoth or what?

Busby boasts characteristics more akin to a Garfield comic strip, with facial and personality actions - over 40 in total. He'll not only gimmick what he feels, but also tell you through his digitised voice.



There's no getting away from the fact that Accolade have set Busby up to be a Mario (and dare we say it) Sonic basher. The game certainly stinks of a Sonic plot and could even be what Sonic 2 could have been, with character expressions and mannerisms, digitised speech and 16 Mbit of compressed code waiting to burst into non-stop action.

Claws Encounters of the Furred Kind may yet be the first 16 Mbit game to be released on these shores. It features cartoon animations, detailed art, realistic sound and digitised speech.

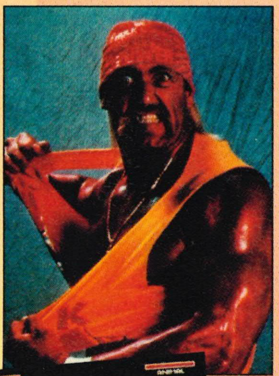
John Skeel, the game's producer, told SegaPro:

"Busby is one cool cat. He's a state of the art feline who's got a digitised voice, American-style cartoon animation, great detailed art, realistic sound effects and his own original movie-style musical score.

Claws Encounters of the Furred Kind is one of the first interactive cartoons created in the US. We've made this a deep game - in uncompressed form, the data is many times larger than the cartridge itself. There are plenty of hidden levels and secret rooms to explore."

WWF WRESTLEMANIA

FLYING EDGE - MD - FEBRUARY '93



What a rush! If you enjoy watching these steriod-junkies beat the hell out of each other every Saturday night on Sky then this game should be a instant hit with you. First seen on the Super NES, WWF Wrestlemania allows you to play one of the top wrestlers in either a single match, tag team or the Survivor Series. The latter is a giant tag-team match with 4 wrestlers on each team instead of the usual 2. Among the stars of the game are: Hulk Hogan, Jake "The Snake" Roberts, Sid Vicious, The Undertaker and Randy "Macho Man" Savage.





Killer moves a-plenty is the hallmark of this game. Flying dropkicks and Super-plexes are some of the more spectacular moves and, as you can see from the screen shots, the graphics are pretty impressive. No other versions as yet are planned for the Sega family of machines, but you never know.

BATMAN RETURNS

SEGA - MD -MS-GG - JANUARY '93

There are 6 action-packed stages to encounter in this movie licence. Each stage is based around the main scenarios from the film, with the caped crusader having to see off the pecky Penguin from the streets of Gotham to the Penguin's lair, in the city's sewers.

The large-ish sprites and isometric view make this sequel different from the original Batman - The Movie, which was a platformer with a couple of race stages thrown in.

MEGA DRIVE · MASTER SYSTEM · GAME GEAR



PRO DATES?

DECEMBER		
MEGA DRIVE		
ARIEL - LITTLE MERMAID	SEGA	UK
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MASTER SYSTEM		
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WONDER BOY IN MW3	SEGA	UK
MICKEY MOUSE 2	SEGA	UK
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G FOREMAN BOXING	ACCLAIM	UK
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MULTITYPE (4 IN 1)	SEGA	UK
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JANUARY		
MEGA DRIVE		
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MICKEY MOUSE 2	SEGA	UK
TALESPIN	SEGA	UK
THE SIMPSONS:	ACCLAIM	UK

HOME ALONE

SEGA - GG/MD - DECEMBER



Following the theme, if not the plot, of the film released on video this year, Home Alone has you playing the part of Kevin, the young kid left behind while his family take a European Christmas vacation.



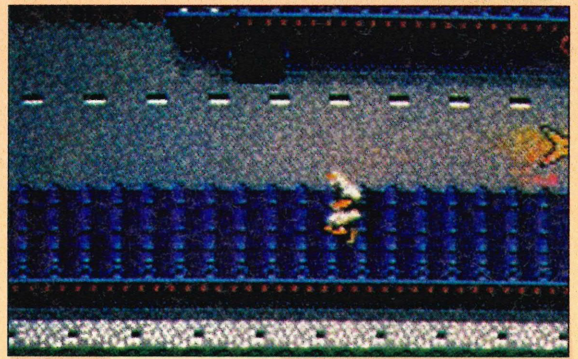
The empty houses in the neighbourhood is being robbed by 2 unscrupulous villains who believe that Kevin's house is empty.

The game digresses from the plot as Kevin must protect lots of empty homes, but not at the same time, thankfully!

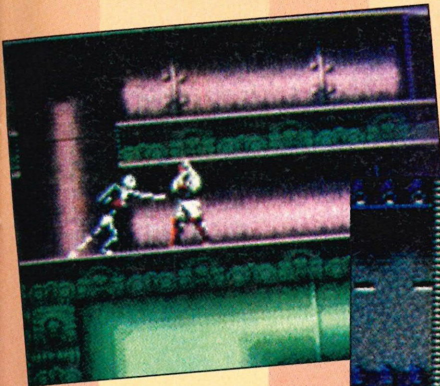
Collect and assemble as many weapons and obstacles as you can find in an attempt to foil the villains and become the smart kid that you know you are.

NINJA GAIDEN

SEGA - MD - JANUARY '93



Ninja Gaiden was awarded a staggering 90% on the Master System when it was reviewed in SegaPro#12 and now it's about to slice its way on your Mega Drive. Following in the footsteps of the long line of Oriental beat-'em-ups, this game sees you take on the role of Ryu as he searches for the Bushido scroll which has been stolen from his home town. Each level has Ryu desperately searching for clues to its whereabouts and, at the same time, being hampered by an army of evil Ninjas and henchmen.





If the Master System version is anything to go by, it's going to be a goodie, but I hope that the programmers take note of the few (very few) flaws that we found in the MS version.

THE SIMPSONS: BART vs SPACE MUTANTS

FLYING EDGE - GG - FEBRUARY '93





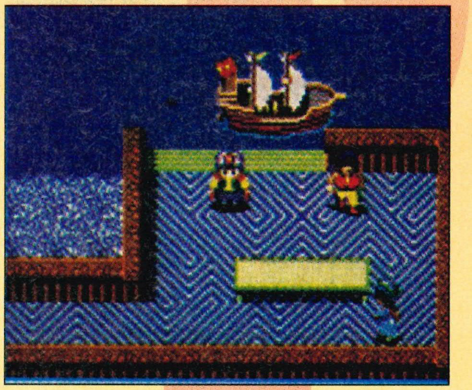
The yellow-skinned brat is about to worm his way into your Game Gear. Aliens have descended on Springfield! Late one night, Bart is up to his usual tricks when a spaceship lands in a field not far from him, and two men step out. At first glance, they appear to be just like human being and even look like some of the town's inhabitants. Fortunately, the yellow skinned wipper snapper happened to have his novelty X-ray specks with him and when he put them on, he saw the aliens as their true selves! Not a pretty sight, I can tell you!

The aliens are using all the purple-coloured objects in town to create a mind-control weapon, so Bart must arm himself with his trusty spray-can and spray all the purple objects a nice shade of red. He must also kill any aliens he discovers by jumping on their heads and collecting the coin they drop. Collect enough, and one of the other members of the family will help Bart defeat the level guardian and progress to the next level.

The game was first seen on the Mega Drive a few months ago and the guys at Flying Edge have been programming their butts off so that Game Gear owners can join in the struggle to save Springfield.

DEFENDERS OF OASIS

SEGA - GG - JANUARY '93



This is a huge (well, as huge as the GG will get!) RPG based on the same game-style of the popular MD Phantasy Star series. An Arabian scenario sets the atmosphere for the game which only add to the Game Gear's impressive catalogue.

The setting is the Arabian desert, where men are men and camels are...well, that's another story which you'll have to wait for at a later date. There aren't many RPG or even adventure games on the Game Gear and I don't know who would want to sit down for hours playing such a complex game on a small screen. Let's face it, the Game Gear was built for short doses of arcade game-pounding action. Or was it?

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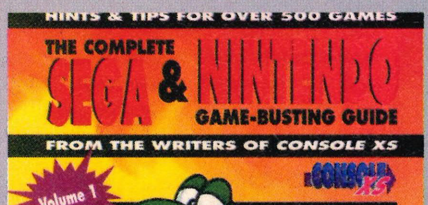
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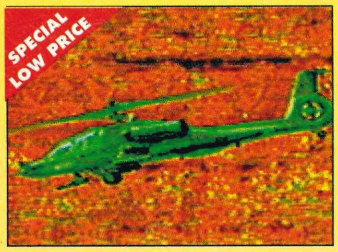
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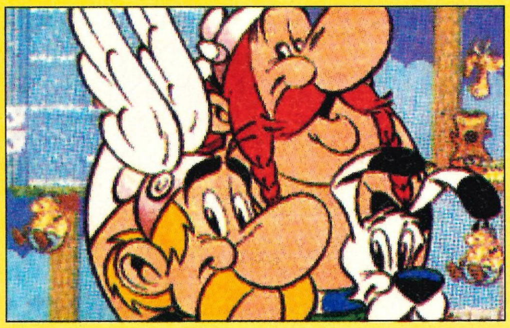
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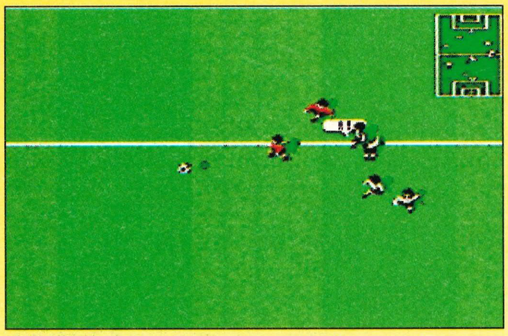


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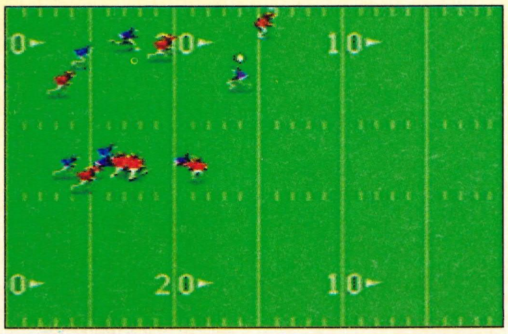
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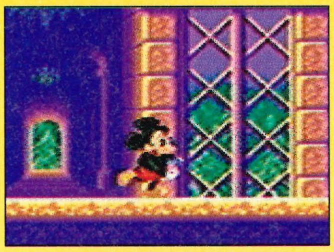
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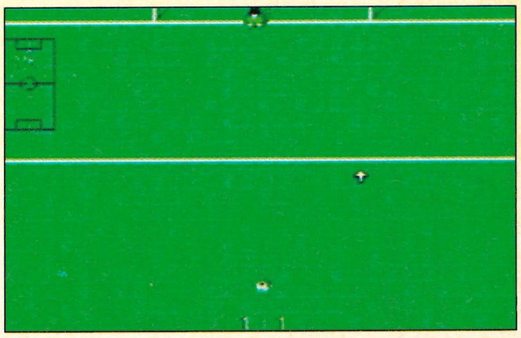
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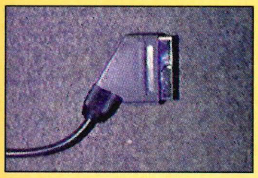
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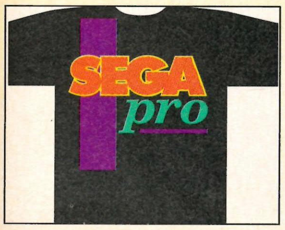
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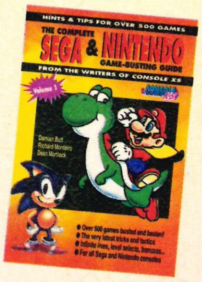
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GOLDEN AXE
373.2 Gareth Dickman, Manchester
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72,750 Daniel Ellis, Truro

RAMPAGE
136,365 Darren Veala

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2,087,900 David Terry, Folkestone



SONIC THE HEDGEHOG
7,555,500 Matthew Dowling, Nottingham
2,556,300 Chris Cartwright, Newcastle
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SHINOBI
582,950 Matthew Walker, Chertney
560,450 Christian Weber, Chester
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SUPER KICK OFF
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15-2 Tony Carrington, Hemel Hempstead
12-0 Neil Winter, Braunton

ZILLION II
228,964,205 Richard La Ruina, London

MEGA DRIVE

ALTERED BEAST
11,019,700 Douglas Bryan, London
10,026,300 Paul Maseldine, Nottingham
7,899,300 Leigh Higgins, Melton Mowbray

ARNOLD PALMER GOLF
1,100,000 David Connor, Trowbridge



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4,628,700 Wayne Turner
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EA HOCKEY
65-6 (Can vs Port) Adam Wallace, Margate
61-4 (Can vs UK) Sean Spratling, Gloucester

FANTASIA
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815,400 Brian Beamish, Liverpool
556,600 Peter Holt, Tadworth

GAIRIES
1,012,708 Rachel Lovatt, Derby

GHOULS 'N' GHOSTS
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168,700 Nigel Parker, Keighley
56,600 Lou Pearce, Gillingham

GOLDEN AXE
333.1 Steven Sone, Caterham
247.0 Wayne Lockwood, Langthorpe
235.5 Joe Colledge, Durham

GOLDEN AXE II
379.0 John Smith
315.0 Paul Wheatley, Nottingham
311.5 Douglas Hawes, Middlesex



HELLFIRE
7,395,220 Iain Brands, Thurso
6,943,570 Colin Newman, Runcorn
6,832,580 Nigel Parker, Keighley

HARD DRIVIN'
1.13.44 Hard James Wilkinson, Walkington

JAMES POND II
24,014,990 Robert Graham, Rushden
10,269,950 Iain Brands, Thurso
8,692,000 Andrew Livingstone, Bangor

KID CHAMELEON
1,086,521 Colin Arnold, Chessington

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26,134,410 Colin Newman, Runcorn

MERCS
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832,520(orig) Wayne Turner, Chelmsford
802,250 (orig) Nigel Parker, Keighley

PIT-FIGHTER
1,886,450 Paul Wheatley, Nottingham
1,865,310 John Smith
1,714,370 Colin Arnold, Chessington



JOHN MADDEN 92
63-7 Rolf Weber, Biddisham

QUACKSHOT
2,242,500 Eric Joe O'Hare, Lancaster
1,356,000 Paul Shipman, Cannock
1,170,000 Brent Febrer, Botley

ROLLING THUNDER 2
2,003,720 Jim Cannon, Beckenham

SHINING IN THE DARKNESS
2,357,732 Spike, St Alban's

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9,999,990 Terry Grant, Moray, Scotland
7,776,723 Stephen Hall, North Shields
1,424,500 Mark Barker, Braunton

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999,990 Michael Copley, Winchester
924,000 John Harvey, Nottingham



ROAD RASH
$10,487,620 Ian Vanstone, Sherborne
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4,509 Andrew Challis,London
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30,191,780 Mark Khoo, Hailsham

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XMAS SPECIAL! SEGA pro 15

THURSDAY 10 DECEMBER

We're starting to receive some of this little lot for next month!

Sonic 2 special (wait and see!), James Bond: The Duel, Indiana Jones and The Last Crusade, Where in the World is Carmen Sandiego?, Batman Returns, Afterburner III, Humans, Busby, Home Alone, Ex-mutants, Jeopardy, Time Gal, Hook, Mega-lo-Mania, Black Hole Assault, Chuck Rock (Mega-CD), Phantasy Star Gaiden and anything else the Pros can get their grubby little hands on. Then, of course, there's the cover gift. Don't miss the XMAS bumper issue.

FOR THE VERY LATEST HINTS, TIPS AND GAME-BUSTING PLOYS PHONE THE SEGAPRO TIPS LINE ON

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The SegaPro Tips Line is updated every week and features the very latest tricks and tactics discovered by the SegaPro crew.

Calls charged at 36p/min cheap rate, 48p/min at all other times.
Please get the phone owner's permission before you ring!

SEGA pro GUIDE TO BUYING MAIL ORDER

Advertisers in SegaPro are thoroughly checked out before being allowed to advertise. We generally know who the good guys and bad guys are, so that you can buy with confidence. We want you to get the most from buying mail order, so here are a few guidelines to make it simple.

A. IMPORTED SOFTWARE - WHICH VERSION WILL I NEED FOR MY CONSOLE?

MEGA DRIVE: Japanese software will run on UK Mega Drives with the aid of a convertor. These are readily available, but are not Sega approved. We do not recommend enlarging the game slot on your UK Mega Drive to make the Japanese games fit, as this will invalidate your warranty. **UK** software will run on all machines. **American** (known as Genesis) software will also run on all machines.

GAME GEAR: Software on the Game Gear is fully interchangeable, so the only thing you need to worry about is Japanese text on some games.

B. IS MINE A UK, JAPANESE OR US MACHINE?

You can easily tell the difference between the various machines. The UK version of the Mega Drive has a white area of text near the power light, while the Japanese version has red. And in the US, the Mega Drive is called the Genesis. Many imported Mega Drives are converted by the importer for TV or scart monitor from the Japanese original, but some machines are meant specifically for the Hong Kong market (which has the same TV system as the UK).

C. ORDERING

1. When ordering, ensure that you keep a copy of your written order, or details of your phoned order, safe at all times.

2. Also note down the date you made the order, and the dates of any subsequent telephone calls or letters you may send.

3. If possible, get the name of the person you have been dealing with so that you can go back to them if you have a problem.

3. **Postal Orders**. If you are sending postal orders (we advise you to never send cash) ensure that your order is sent by recorded delivery. This will only cost an extra 30p and offers proof that the order arrived safely. The Royal Mail will only insure you up to a maximum of £20 for lost recorded delivery, so you might consider insured post which costs slightly more (depending upon the amount of money you are sending). Ask at your post office.

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5. Confirm availability or delivery date of the goods before you order. In the event of a delay, please be as lenient as you can. Often demand outstrips supply, or a supplier may have advertised a product in good faith only to find that his delivery date or release dates have changed. The point is - ask before you buy and you should get the result you want.

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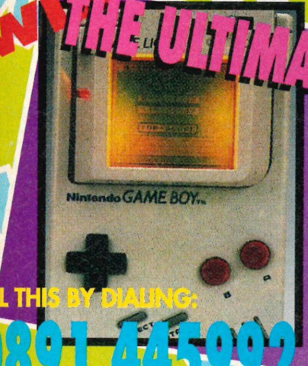
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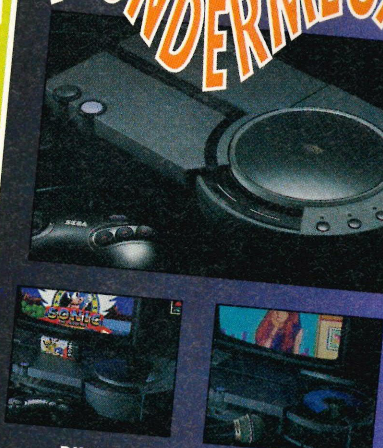


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ROLLING THUNDER 2

MEGA DRIVE

The USA's top undercover operatives, Leila and Albatross, are sent on their toughest mission yet. They must use their combined talents to traverse the ten testing levels of a mad megalomaniac's domain, and ultimately bring about his downfall.

Namcot's *Rolling Thunder 2* was reviewed way back in SEGAPRO#3, but it is still one of the greatest platform shoot-'em-ups around.

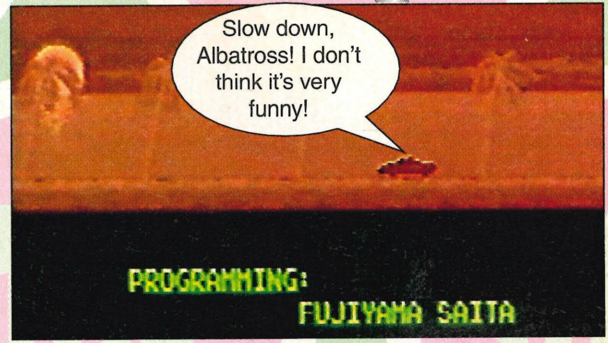
GAME OVER



THE BIG GAMES BUSTED EVERY MONTH







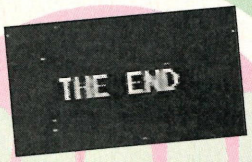
The dynamic duo have saved Earth from catastrophe yet again. But do they stick around to take the glory, adulation and numerous awards that they undoubtedly deserve? They most certainly do not. Like all good Bond films, the couple sneak off for a celebration of their own!



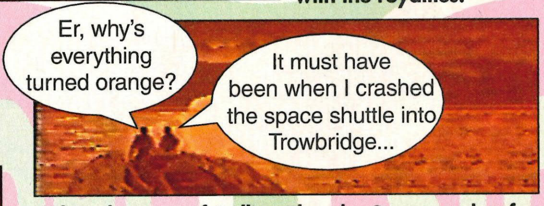
Let's hear it for the great god, Fujiyama Saita, the genius behind *Rolling Thunder 2*. As the credits roll, we see a picture of the island that he bought with the royalties.

This month's Game Over was supplied on videotape by Jay Dee of near Rotherham. Thanks a lot, JD! A copy of something special is on its way to you as we speak.

Don't forget, if you've completed a game recently, video the occasion and send it in!



Pictured right and above we have printed pictures from the 15 cert version of *Rolling Thunder 2* – you should have seen the x-rated version circulating the underground shops!



Below the stars of *Rolling Thunder 2* get together for a group photo – see, they were all friends really!

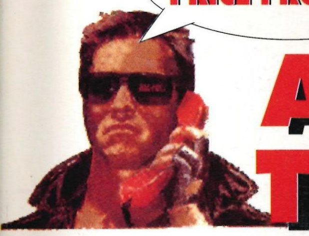




Above we see the smug duo. They must already realise that *Rolling Thunder 2* has been so successful all over the world that Namcot will renew their contract and employ them for the sequel. (But isn't it about time they got married!)



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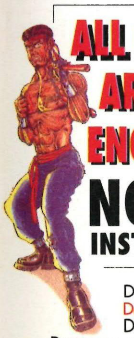
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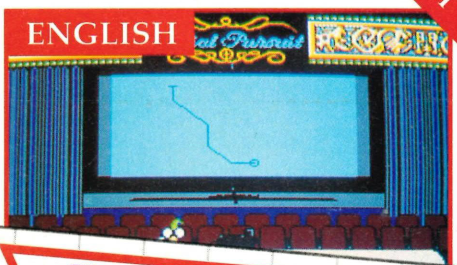
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